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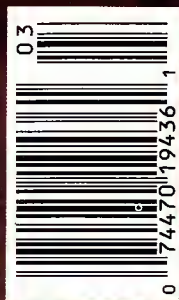
# The Apple II GS

## Buyer's Guide

A Redgate Publication  
Fall 1990 Vol. 4, No. 1  
U.S. \$4.00, Canada \$5.00



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**Educational Software Roundup**  
**Improve Your Grades**  
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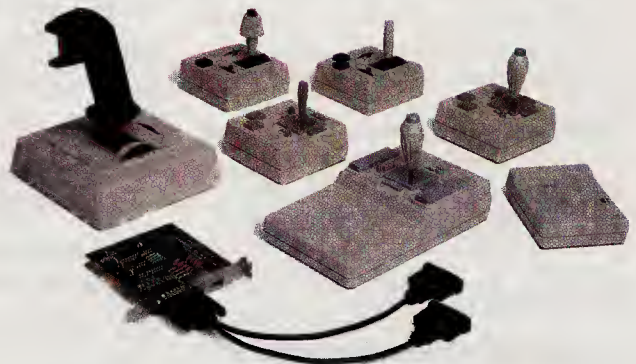
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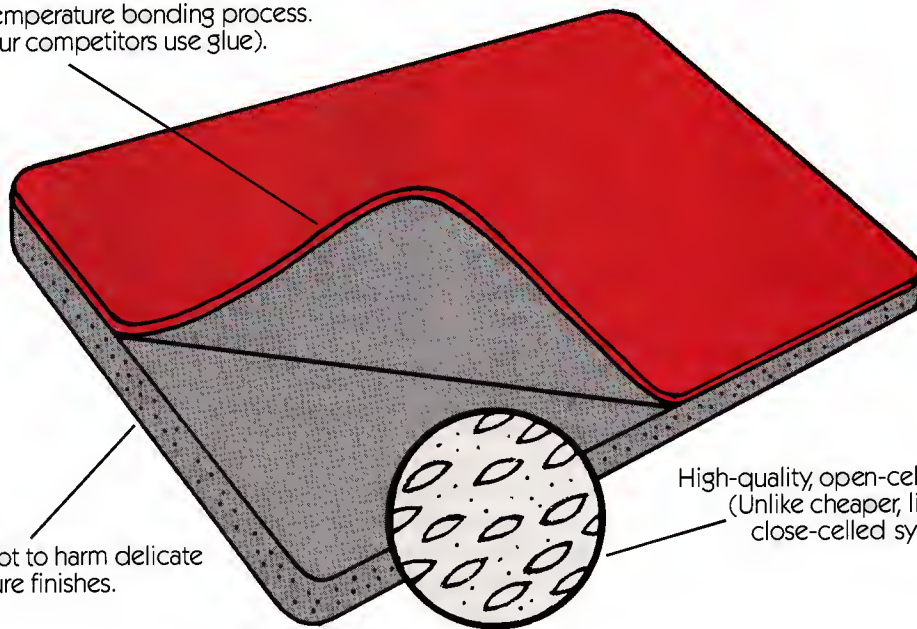
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## Back To School: It's Not Like I Remember

I always liked school. I was popular with my peers and teachers, a terrific athlete, never caused trouble and always made good grades. That's how I remember it anyway.

Sure, there are rumors to the contrary, but who are you going to believe — me or my mother?

That "incident" in chemistry class was a simple misunderstanding. I didn't know you weren't suppose to do the stick-a-glowing-splint-into-the-hydrogen experiment with a five-gallon jug!

I still don't think getting an "F" for the semester was fair. My experiment worked, and the fire wasn't my fault!

Social interaction and physical fitness are important in school, too, you know. OK, the girl I invited to the senior prom thought that my wife was her former classmate at my 20th high school reunion. So what. It could happen to anybody!

And who cares that the football coach started telling "Aren't You The Guy Who" stories the moment he laid eyes on me at the reunion? The man's memory isn't what it used to be.

Once and for all, I did not punt the ball backwards in the 1968 homecoming game. It was the home opener. Get your facts straight, man! I didn't touch the ball in the homecoming game.

It's too bad we didn't have personal computers in those days. If we did, I'm sure I'd be remembered as an exemplary student/athlete. There's no telling what I could have done — or where I'd be today — if I would have had a IIGS in school.

Take February 20, 1962, for example, the day John Glenn became the first American to orbit the Earth. Instead of just watching the launch on a portable black-and-white TV with my fellow fifth-graders, I may have been able to simulate the launch on screen — including sound — using available NASA materials and public domain software.

Who knows? Maybe today I'd be an astronaut — or a rocket scientist. Well, that may be stretching reality a little bit.

Fortunately (for our children), there's a plethora of low-cost educational software available, including applications devoted to space

exploration. See "Studying Mankind's Greatest Adventure" by Joe Kohn (page 60) to learn

about shareware programs that are helping young minds explore the wonders of our solar system and the heavens beyond.

While reading Tyler and Leah Weisman's feature-length review of *Homeworker: The Student Organizer and Study-mate: The Grade Booster* (page 24), I realized what a deprived childhood I actually had. If I would have had access to one or

both of these programs in school, my dad would have probably had one of those "My Kid Made The Honor Roll" bumper stickers on his gas-guzzling Oldsmobile Rocket 88 — instead of "Visit Lookout Mountain!"

And I'm positive, after reading Dr. Carol Holzberg's "Class Action" column ("Let The Games Begin," page 5), that learning geography and history by chasing Carmen Sandiego and her notorious gang around the world and through time via computer would have been preferable to memorizing 100 facts about Europe and 100 facts about the U.S. — as my seventh-grade geography teacher made me do — and much more fun.

In our cover story, "Educational Software Roundup: Investments For The Mind" (page 10), teacher/author Cliff Feldman addresses parents and educators who are attempting to build software libraries for young children. Cliff recommends many high-quality titles and companies — such as Optimum Resource, Inc.'s *Weekly Reader Software* and Orange Cherry Software's *Talking Schoolhouse Series*.

Our mood may be light in this issue, but our objective is to present the best in available educational software for the Apple IIGS. Our writers sought out programs that entertain as well as educate, because they know how important it is for students to like school and the education process — including those students who are prone to setting fire to the chemistry lab!■



— Ron Errett  
 Managing Editor

# Let The Games Begin

**WHO SAYS EDUCATION  
HAS TO BE BORING?**

**WITH A COMPUTER AND  
THE RIGHT SOFTWARE  
YOU CAN PROVIDE YOUR  
STUDENTS WITH AN  
EXCITING MIXTURE OF  
PLAY AND LEARNING TO  
STRENGTHEN ANY  
BASIC SKILL.**



Successful educational software offers children instructional opportunities not possible with the conventional printed page. Game-like challenges motivate kids to learn difficult concepts to obtain higher scores. Arcade-like contests, race-the-clock pressures or hall-of-fame scoreboards may not be suitable for every child. For many, however, the thrill of competition encourages mastery of complex topics.

In this issue, "Class Action" examines the best in computer "Edutainment." (We tip our hat to MECC for pointing out the word to us.) The software products mentioned here combine fun with educational enrichment and amuse as they teach.

Whether it is science, social studies or just plain reading, writing and arithmetic, there's a perfect software package available to enliven the educational experience. Several may even be suitable for remedial teaching.

All programs cited in this article are "best-sellers." They are popular because they blend education with entertainment in one neat package. Sound, colorful animated graphics and music support the concepts taught. Audiovisual stimulation adds an element of reinforcement usually lacking in two-dimensional textbook instruction.

*Note: Several programs mentioned below are Apple II rather than IIGS-specific. Apple IIGS owners should purchase 3.5-inch disk versions whenever possible. The rugged 3.5-inch plastic disk case is better suited to the rigors of classroom use. Furthermore, the 3.5-inch format frequently minimizes disk swapping, which reduces the number of disks lying loose on a student's desktop.*

## **MAKE WAY FOR THE MUNCHERS**

If kids enjoy playing games, they will delight in matching wits against MECC's mischievous Troggles in the fast-paced Muncher series. Word Munchers teaches vowel sounds. Number Munchers develops whole-number math skills with multiples, factors, primes, equalities and inequalities. Fraction Munchers challenges kids to master proper and improper fractions, mixed and whole numbers, plus numerators and denominators.

Management options enable teachers or other adults to customize each program for particular students.

A Pac Man-like game metaphor underscores every Muncher product. Players move a Muncher game piece around the screen, directing it to "eat" a target word, number or fractional expression.

Kids earn points for every correct answer and lose a Muncher game piece when they make a mistake. Game play ends once all Munchers are lost.

Troggles enter the scene and add to the action. These hungry creatures zero in on Munchers and try to catch them. Some even change the game board as they move through cells.

Kids must avoid all Troggles and clear the screen of target expressions to advance to the next level. Game play becomes more difficult at each successive level. High scorers will make it to the Muncher Hall of Fame.

MECC has just released Picture Chomper, a Pac Man look-alike for the younger set.

The program reinforces sorting and classification skills. Instead of playing with Munchers and Troggles, kids direct a large set of teeth to chomp down on a target category. Objects may be organized by color, size, shape, design, class or use.

Picture Chompers is lots of fun. The 10 highest scorers win a place in the Chompers Club. Games may be played with or without a timer and teachers can adjust the difficulty level.



*Audubon Wildlife Adventure Series*

## WILDLIFE ADVENTURES

In the Audubon Wildlife Adventure series, kids use a computer to learn about bears, whales and wildlife conservation. The programs consist of interactive simulations, online guide books, databases and game-like activities.

The computer makes it possible to experience real wildlife situations from the safety of an electronic desktop. Apple IIGS super-high-resolution graphics add an element of realism not possible with the 8-bit Apple II.

Youngsters explore natural habitats of grizzly bears and whales. In the process they learn facts about animal size, diet and range. They also pick up interesting information about other animals and ecological models.

Several activities in Audubon's Wildlife Adventures involve role-playing. Children assume the identity of people who must make decisions that affect the lives of bears and whales. They experience the dilemmas of wildlife protection firsthand and come to appreciate the factors that directly affect animal survival.

Kids actively participate in research expeditions and rescue missions. They try to resolve conflicts between humans and animals. They learn to read maps and how to use an online database.

Special data cards with pictures and descriptive information help them identify the animals they meet on their travels.

Grizzly Bears and Whales are powerful learning tools because they make science accessible. The programs succeed by presenting factual materials in an engaging way. Yet kids do more than just memorize facts. They conduct research and make critical decisions while having fun.

## PLAYING WITH CARDS AN BLOCKS

Sometimes great educational software can be found in the game section of your local software store. Two Apple IIGS products come to mind. Both build critical thinking and problem-solving skills and challenge children to develop strategies for success.

If at first glance these programs only seem like amusing distractions, do not hesitate to take a second look.

Solitaire Royale is a potpourri of 11 computerized card games. Three activities are designed especially for younger children (ages 5 to 7). Aside from teaching basic solitaire techniques, the kids' games develop visual recognition and memory skills. All involve an element of matching.

Children may play the classic one- or two-person Concentration, where the object is to find 12 pairs of matching cards in as few moves as possible. Or they may play Pairs, which requires matching 16 pairs of cards.

In the third game, The Wish, success at matching involves both skill and luck. Youngsters have to plan their moves so they don't run out of cards too soon.

Older children (ages 8 and up) will delight in playing Tetris, one of the neatest video games ever to grace the pixels of a IIGS computer screen. Tetris was created by a Soviet programmer and enhanced by Spectrum Holobyte (its U.S. distributor).

Tetris offers more than just arcade-style entertainment. It challenges children to think about geometric shapes and spatial relations in interactive ways not possible in a traditional math curriculum.

The object of Tetris is to rotate falling game pieces so that they completely fill a horizontal row at the bottom of the screen. Filled layers disappear, leaving room for other rows.

The faster shapes are aligned or dropped, the higher the score. Game play ends when incomplete rows pile up to the top of the screen. Difficulty and excitement increase at higher levels of play.



*Solitaire Royale*

There are six possible game-piece configurations, each composed of four linked squares. To be successful, kids must develop problem-solving strategies for the proper spatial alignment of game pieces. They must also make speedy decisions about abstract geometric principles.

Even adults will find Tetris challenging.

## GO TO YOUR ROOM!

Broderbund's Playroom is designed with the preschool set in mind. The program reinforces a young child's natural

# IT'S HERE NOW!

A New Generation of Talking Software that Captures the Full Power of the Apple® IIGS...

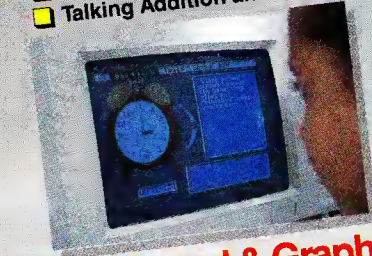
Imagine a "Talking Schoolhouse"™

inside your GS computer — software that uses perfect human voice, and the most stunning graphics imaginable to teach basic skills to youngsters. Why fantasize? ... It's here now and it's known as the TALKING SCHOOLHOUSE™ SERIES from Orange Cherry Software. 14 software programs captivate children ages 3-9 as they explore basic concepts on their own:

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- Talking Dinosaurs
- Talking Numbers
- Talking First Writer
- Talking First Reader
- Talking School Bus
- Talking Alpha Chimp
- Talking Colors and Shapes
- Talking Reading Railroad
- Talking Addition and Subtraction
- Talking ABC's
- Talking Speller
- Talking Clock
- Talking Money



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OR ANY ADDITIONAL  
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... ONLY THE STANDARD  
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COMPUTER.



## Super Sound & Graphics

See why children, teachers, and parents have been amazed & delighted by our super sound & graphics. One teacher writes: "In Talking First Writer, we put in a sentence, the computer read it out loud, and then instantly produced a brilliant, colorful picture that described the sentence. We were astonished!"

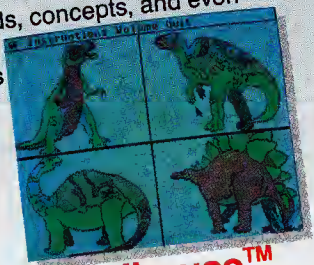


## Perfect Human Voice

This software brings the friendly and reassuring voice of a real person into the computer learning environment. No speech board is required because we utilize the GS's built-in Ensoniq™ sound chip. Developers working with proven educational concepts have recorded actual human voice & electronically digitized the sound into the computer program. The result is perfect human speech - not a synthesized computer voice that only confuses youngsters.

## Super Hi-Res Graphics

Letters, numbers, words, concepts, and even dinosaurs come alive in thousands of colors with our super high resolution graphics. These programs let the GS computer perform at its maximum level.



## The Talking Schoolhouse™ Series

from Orange Cherry Software. All programs are currently available on 3.5" disks for the Apple IIGS. The suggested retail price is \$49, \$59 for the School Edition. To order, or for more information contact your dealer or call toll-free (800) 672-6002.





*The Playroom*

curiosity by offering audiovisual rewards for exploration. Its graphical user interface is so intuitive, even three-year-olds can run the program with little adult supervision.

Youngsters investigate the Playroom by selecting objects on screen.

At first glance, the room resembles a typical child's bedroom. There are playthings and stuffed animals scattered on the floor. A toy box overflows with amusing objects and clothes. A goldfish swims in a bowl. A radio lies on a night stand. There's even a computer resting on top a kid-size table.

As youngsters take a closer peek, they soon realize that things are not quite what they seem. They can change the head, torso and legs of the "Mixed-Up Toy" by selecting its body parts.

If they enter the "Mousehole," they can play a one- or two-person counting game using numbers from 1 to 9. If they select the computer, they can try typing, learn about uppercase and lowercase letters, and get some reading practice.

The cuckoo clock on the wall acquaints the children with both analog and digital time. A talking picture teaches several safety words, such as "poison," "don't walk" and "exit."

A Spinner toy encourages kids to count from 1 to 12, while the ABC book lets them paint a picture that contains several familiar, named objects.

All Playroom activities are fun. Colorful animation, music and sound enhance game play. The program offers such an amazing variety of things to do, it may be difficult to pry the kids away from the computer.



*Where in Time is Carmen Sandiego?*

## CROOKED CAPERS WITH CARMEN

A roundup of entertaining educational software would not be complete without mention of Carmen Sandiego. This notorious villainess has done more to teach elementary-school-age children about geography than all other geography software combined.

Carmen Sandiego is so popular, unit sales of the first three programs in the series (World, Europe and USA) have topped the 1 million mark.

Carmen is probably the best-known computer character ever invented. There are Carmen Sandiego fan clubs all over the country. It's only a matter of time before Ms. Sandiego shows up as the star of her own Saturday-morning cartoon show or full-length feature film.

She's so famous, Broderbund even markets a line of Carmen Sandiego posters, stickers, sweatshirts, T-shirts and watches.

The newest title in the series is called *Where in Time is Carmen Sandiego?*. It follows Carmen and her villainous colleagues back in history (from the 1950s to 400 A.D.) as they heist the world's greatest treasures and landmarks.

Nothing is safe from these vile thieves. You'll find them swiping bicycles from China in 1930, the *Huckleberry Finn* manuscript from the United States in 1884, a Mayan calendar from Mexico in 400 A.D., and other priceless objects.

Children travel through 12 countries in four different time periods to question witnesses and track down clues. They must secure a warrant for a suspect's arrest before time runs out. Along the way they pick up information about significant historical events, scientific

inventions and prominent people.

The package includes a copy of the *New American Desk Encyclopedia*, which proves invaluable as a reference.

Where in Time is a great way for teachers to supplement their students' knowledge of history and geography.

## TECHNOLOGICAL MARVELS

A computer can make even the most mundane subject matter seem fascinating. Once the machine enters the school curriculum, it creates an educational environment that allows kids to explore subjects on their own, at their own speed.

A computer also fosters cooperative learning, as youngsters team up to share limited classroom technology.

So harness the power of your Apple IIGS and motivate your kids to excel at higher skill levels. Let them discover that learning consists of subjects they can enjoy in new and exciting ways.

When a computer becomes so engaging that kids ask to use it again and again, it's an educational tool we cannot afford to ignore. ■

— Carol S. Holzberg, Ph.D.

*The author is an anthropologist and computer journalist from Shutesbury, Mass. She writes for several publications, works as a computer consultant and is the computer resource person at the Shutesbury Elementary School.*

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# Educational Software Roundup:

## Investments For The Mind

*Are you building an educational software library?  
If so, consider the "bright stars" mentioned below in your  
quest for truth and light.*

**S**ome of the most appealing software packages are created for children ages 2 to 6. These packages are mainly based on the concept of discovery learning and experimentation.

Lawrence Productions has developed a software package that provides colorful, fascinating places to explore. Children age 2 to 4 will be delighted by McGee, which is totally mouse-driven and requires no word-recognition skills.

Little McGee, a pint-size boy, awakens in a house that is free to roam and explore because his mom is still asleep. He crawls under carpets, dials the telephone and engages in other harmless activities.

Adults are advised to start the program and then allow their little ones to independently enjoy the vivid sights and sounds.

### SETTING THE STANDARD

Weekly Reader Software from Optimum Resource, Inc. set the standard for graphic excellence with the Stickybear series in the mid-1980s. The release of talking super-high-resolution versions of Stickybear Alphabet, Opposites and Shapes reasserts the company's dominance in the area of preschool software.

The programs share a unified style, created by artist and children's author Richard Hefter. They consistently combine dazzling animations with upbeat, amusing sounds.

Although each title is different, all activities are presented by the avuncular Bedford Stickybear. His voice and reassuring style provide a warm, friendly atmosphere throughout the software series.

Each package contains a wall poster, stickers, user's guide and an educational picture book based on a related theme.

Reading and Me and its sister program, Math and Me, are Davidson & Associates' IIGS-specific packages for the early education market.

Davidson's usual attention to detail is evident in the software. Both programs look and sound sensational, are exceptionally responsive and offer activities that are educationally valid. Children may engage in 12 different games of increasing difficulty.

The math offering provides activities with shapes, numbers, patterns and basic addition. The program helps preschoolers prepare for the challenges of elementary arithmetic.

The readiness modules of Reading and Me provide an opportunity to discern between similar but different objects. They also include a few humorous and amusing "surprises."

Math and Me and Reading and Me are near-perfect examples of early learning software.

Students of psychology may remember an unusual, but interesting, intelligence test from the Gestalt school of thought. It's a completely non-verbal, non-text-oriented assessment that requires participants to select two matching graphics from a set of six. Baudville offers a variation of this theme entitled Mad Match.

Mad Match is a super-high-resolution stereo package that is so much fun to play, most users will never know it's a tool for sharpening perception skills.

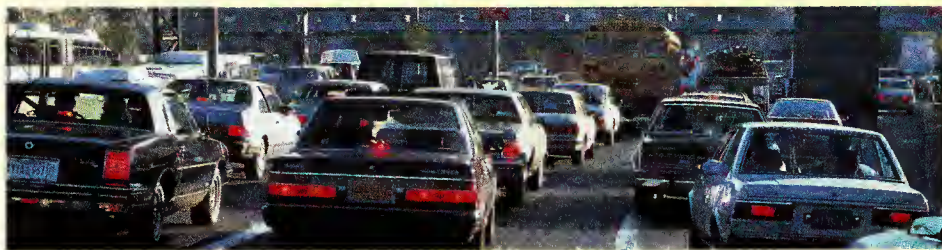
As players graduate to higher game levels, graphic images become more difficult to differentiate, and a greater number of sets are presented within the same time frame. As a result, the activity becomes quite intense.

Stars and Planets from Advanced Ideas is a unique package designed to teach young children about the solar system and constellations. It includes activities to reinforce counting skills and shape recognition. The musical themes and outstanding animation contribute much to this joyful package.

Orange Cherry Software is a New York-based publisher that entered the Apple IIGS market with an ambitious array of educational titles. Talking School Bus is an attractive package offering an



Low flow showerheads and dripless faucets save hot water and the fossil fuels it takes to create it. They also save you money.



Carpooling, taking public transportation or even riding your bike to work can reduce the pollution that causes global warming. Try one of these alternatives at least one day a week. You'll save money and you'll also be in a better mood when you get there.

Paint thinners give off fumes that deplete the ozone layer. Vinegar is a safe alternative.

# If you don't person can make in the world what you've

Our environmental problems are so big most of us assume the solutions are big, too. But the long-term solution to things like global warming, overpopulation, extinc-

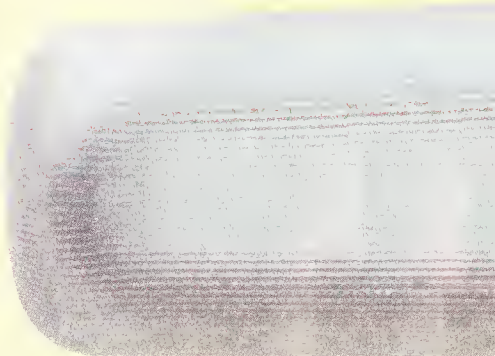
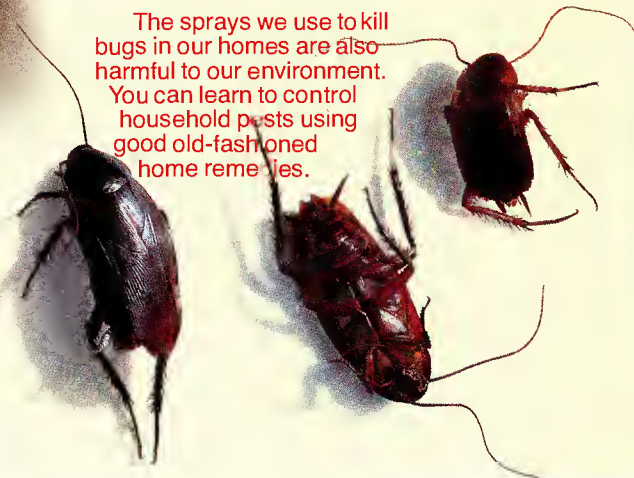
tion and waste disposal is really quite small. The solution is one person at a time deciding he or she is going to help the world, not hurt it.

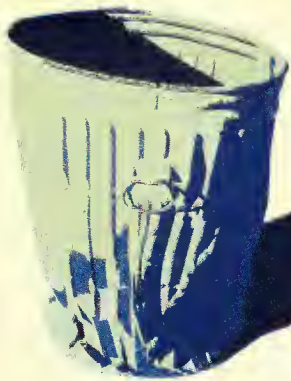
It's you, with all your other



Your baby could be making a bigger mess than you think. Disposable diapers can take up to 500 years to decompose, and their contents can spread disease. Use a diaper service.

The sprays we use to kill bugs in our homes are also harmful to our environment. You can learn to control household pests using good old-fashioned home remedies.





Our landfills are full and highly toxic wastes are leaking into our groundwater, rivers and lakes. Recycle everything you possibly can.



Many household cleaning products can be replaced with homemade non-polluting alternatives.



Aerosols and even some roll-ons deplete the ozone layer. Make sure the products you buy are ozone-friendly. An alternative is equal parts of baking soda and cornstarch.

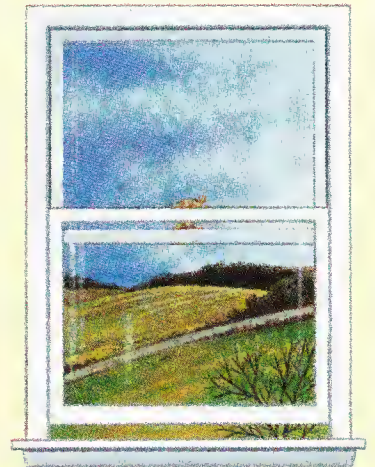
# Don't think one can make a difference in the world, consider what's already done already.

obligations in life, realizing that saving our environment isn't just up to people who like whales.

Government and corporations aren't going to provide the

real answers. Commitments on the part of ordinary people will.

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Toilet tissue made from recycled paper reduces deforestation, and it doesn't leak harmful dyes into the water supply.

eclectic group of elementary activities for young learners.

The program features counting, animal- and vegetable-recognition activities, and a simple maze. In addition, Talking School Bus is capable of producing an appealing certificate as a reward.

Orange Cherry Software has recommended this product for the 5 to 8 age range. However, these preschool activities may be more appropriate for children 3 to 6.

All Orange Cherry titles — including those in the excellent Talking Schoolhouse Series (see directory listing) — are marketed without copy protection. Purchasers should repay companies like Orange Cherry by spreading the word, not the software.

## DRILL-AND-PRACTICE BLUES

As much as educators like to work with exotic aspects of learning, some skills are best learned and reinforced by repetition. But the latter doesn't have to be boring. Try the following "prescriptions" to relieve the drill-and-practice blues.

Math Blaster Plus for the IIGS is an institution among arithmetic skill-development programs, and its menu-driven interface is simple and efficient.

The program's modules are based on space-related themes, such as Countdown, Ignition, Liftoff and Orbit. Although the modules are enjoyable, the program's centerpiece is a game known as Blasternaut.

First Byte, the maker of Math-Talk Fractions, is well known for its programs' synthetic speech capabilities. Math-Talk Fractions

is presented on screen by Professor Matt A. Matics, whose synthetic voice is somewhat stilted, yet appealing.

Team Challenge is a Math-Talk activity

that simulates an academic quiz show. The game provides the interesting opportunity to adjust the degree of difficulty by selecting the members of the opposing team.

Math-Talk Fractions is a slightly off-beat, but effective offering to the electronic flash-card genre.

Math Wizard from Unicorn Educational Software is another highly imaginative, IIGS-specific educational package. Math Wizard features images of dragons and mystics. Its stylish graphics provide a specially appealing look and feel.

The program's modules are well timed and responsive. However, activities are preceded by notably long periods of disk loading. The same delays are also encountered when repeating an activity. This criticism aside, Math Wizard is an enjoyable, valuable offering.

Drill-and-practice software is not limited to math applications. There are also some nifty packages for language and writing skills. One of the best is Writer Rabbit from The Learning Company.

Writer Rabbit is not IIGS specific and will operate on all Apple II computers. It does not support the mouse or provide flashy digitized sound. It is noteworthy for its capability to effectively present the high-level skill of sentence construction.

Writer Rabbit introduces students to the elements of how, why, when, who and where. It requires users to first identify the elements and ultimately

create sentences using this conceptual approach.

Orange Cherry Software's Talking First Writer uses a different approach to teach and reinforce English skills. Where Writer Rabbit assembles phrases to construct complete sentences, Talking First Writer uses individual words as the sentence building blocks.

Talking First Writer's culminating activity allows a user to build short sentences from a provided word group. When a sentence is completed, the program reads it

aloud and displays a related, whimsical graphic.

Talking First Writer uses a clever and colorful interface that motivates kids to do their best work.

## WINDOW TO THE WORLD

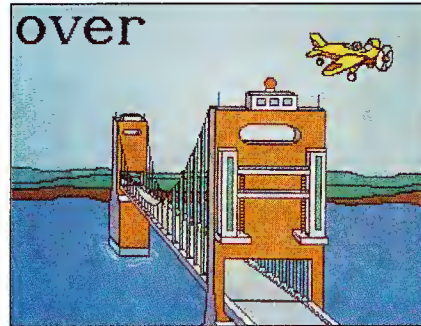
The right software puts the world at your fingertips and provides hours of fun, as well as factual information. For example, Broderbund's Carmen Sandiego titles, which are discussed by Dr. Carol Holzberg elsewhere in this issue (see "Class Action"), are so enjoyable, it's easy to forget their educational value.

Geographic Jigsaw from Eclat Microproducts offers a graphically stunning approach to learning U.S. geography. The software features a jigsaw puzzle that requires students to position the 50 states in their appropriate locations.

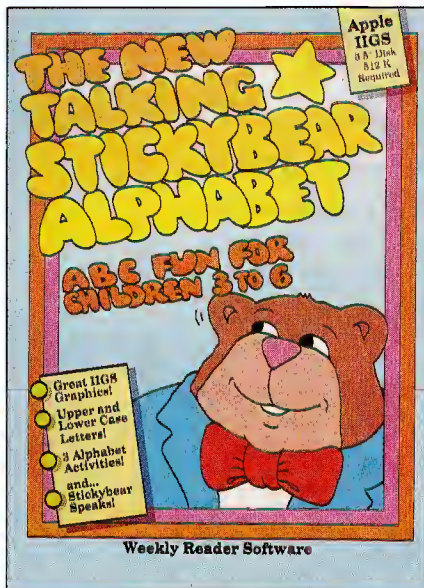
A word of caution: The program's highest level of difficulty can humble the heartiest of map mavens!

Geographic Jigsaw also includes map facts, a map quiz and a series of statistical maps representing an assortment of topics, including the location of America's hazardous waste dumps.

Revolution '76 from Britannica Software is a game that opens a window to the past. The historic simulation teaches the events and subtleties of the Revolutionary War through a unique approach: to live it! Students soon learn that there



*Weekly Reader software sets a high standard for graphic excellence.*

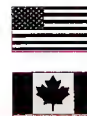


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was much more to this era than the midnight ride of Paul Revere.

This ambitious package is presented on three 3.5-inch disks; disk swapping is required for everyone but hard drive users. The game's outstanding features outweigh any inconveniences, however.

MECC publishes a large number of educationally sound and well-developed titles. World Geograph and its domestic counterpart, USA Geograph, are unique IIGS-specific products.

Both programs are reference tools for research and report generation. World and USA Geograph integrate a database of information with a series of living maps. This medium encourages students to combine facts to reach higher levels of understanding.

Both titles are capable of printing reports that include maps, bar graphs and comparative data tables in color or black and white. The supplementary materials can be used to enhance reports or term papers.

Both editions contain superb manuals and offer an optional curriculum guide for the classroom teacher.

## CREATE

Content-oriented software is worthless if youngsters fail to develop the ability to think creatively. The packages mentioned below are designed to "liberate" the artists and storytellers of tomorrow.

Cartooners from Electronic Arts enables children to create their own movies. Kids of all ages can choose from a variety of animated characters, backgrounds, objects, sound effects and musical scores to tell their tales.

Most children are capable of producing impressive results within a short time. In addition, Cartooners fully implements the mouse and menu interface.

Compu-Teach publishes *Once Upon a Time*, which enables elementary schoolers to produce their own illustrated storybooks.

*Once Upon a Time* is available in two variations for the IIGS. The first variation contains graphic libraries dedicated to main street, safari and the farm. The other version includes dinosaurs, the undersea world and the forest.

Both IIGS editions use digitized speech to help students identify graphic objects used to create illustrations. To use an object,

however, it is necessary to correctly type the name, which provides a better learning experience than simply pointing and clicking.

Each storybook page can contain as many as four lines of text. This is primarily a graphic medium.

When in need of a page-layout medium for children, check out *The Children's Writing and Publishing Center* by The Learning

Company. It's an easy-to-use desktop publisher that's capable of arranging one or two columns, including headers and graphics.

## CHALLENGE

Educators spend a great deal of time and energy developing methods to teach critical thinking skills. The ability to make decisions and formulate strategies can be acquired from some unexpected sources.

Vadim Gerasimov and Alex Pazhitnov of the Soviet Union created a game that involves manipulating sets of odd combinations of descending squares. The

objective is to pack the objects tightly, filling as many rows as possible.

Thanks to Spectrum Holobyte, this game is available to the entire world as Tetris.

The intensity level of Tetris is often so frantic that many players fail to notice its digital sound and vivid images of Soviet society.

The *Black Caldron* from Sierra On-Line is an adventure game based on a Walt Disney movie. Children must find and destroy the cauldron to defeat the evil Horned King.

The game, which involves formulating and revising strategies as events unfold, contains superb music from the original film and more than 1,000 super-high-resolution graphic cells.

*Shanghai* by Activision/Mediagenic is one of the first and best entertainment titles for the IIGS. It's based on the Oriental game of Mah Jong.

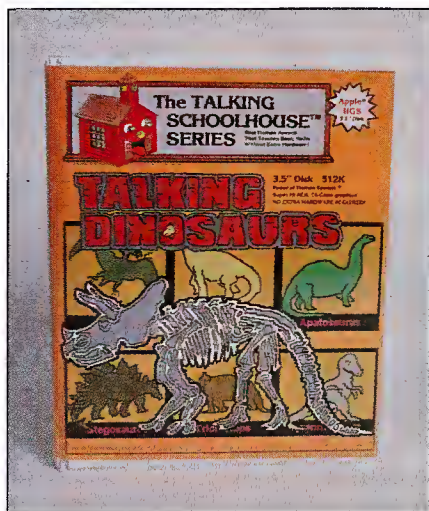
The object of the game is to pair matching tiles and remove them from the game board. All titles must be

removed to win the game. Sound simple? It isn't! *Shanghai* is won by those who can plan ahead and take advantage of existing conditions.

Today's educational software embodies all of the humor, intensity and panache of contemporary computing and adds a final ingredient — commitment. Many of the titles here, if not all, would be perfect additions to your children's software library. ■

— Cliff Feldman

*The author is the IIGS coordinator of the Maryland Apple Corps user group and chairman of technology education at Parkville High School in Baltimore County.*



*The Talking Schoolhouse Series*



*Reading and Me*

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# Significant Developments In The Apple IIGS World

## TDM IS BACK

Do you remember the Apple III computer and a company called On Three, which produced some excellent software for the short-lived machine? Before a couple of the company's programmers went to work for Apple, they ported one of the programs, The Desktop Manager (TDM), over to the IIGS.

Those who purchased the program originally were quite enthusiastic about its capabilities, but there were few purchasers. When Apple introduced GS/OS, the market for TDM disappeared, especially considering its high price.

Well, the program has been updated and re-released. At \$29.95, it's now one of the best software values around.

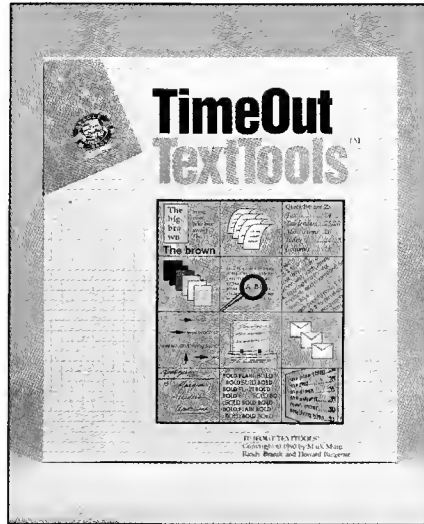
TDM works like a Classic Desk Accessory, but you can also "pop it up" from almost any software, whether 8 or 16 bit.

Available accessories include a NotePad, a Printer Manager with a one-line-at-a-time typewriter, an Appointment Calendar with an alarm feature, a Calculator with an on-screen and printable "tape," an Envelope Labeler, a Screen Saver (saved screens can be loaded into another program later and modified), a text Screen Printer, an ASCII chart, Find File, an Area Code/Time Zone accessory, a Communications Manager and a Disk Manager.

If you want to load a file into a desktop program and you don't know the size of the file or the date it was created, you can pop up the Disk Manager and find out what you need to know. Or you can format a disk and not lose the work you just created.

The Communications Manager will allow you to make a call without having to exit your current program.

If you prefer text-based programs, the best feature is the capability to pick up a block of text and paste it back elsewhere. You can store information in the NotePad and pick it up again whenever you need it, even in a ProDOS 8 program (unlike a New Desk Accessory).



*TimeOut TextTools*

You can have four of the accessories on the "hot keys" so they are available with only one keystroke. There is also a set of Super Accessories, which adds some additional utilities, and a Toolkit that lets you write your own accessories.

For more information, contact On Three at 206-334-8001.

## A FASTER SCSI HARD DRIVE CONTROLLER

In the last issue you read about the new Apple DMA SCSI controller, but there is another card you may want to consider if speed interests you.

The RamFast card from C.V. Technologies has the disadvantage that it now only works with hard drives and not with other SCSI devices, such as tape or CD-ROM drives. The company is working on this limitation, however, and also has plans to support non-SCSI internal drives.

If the limitation does not concern you — and you primarily run ProDOS 8 or disk-intensive programs — then this card may be right for you. It also works with the older SASI Sider drives.

As with the Apple card, to take full advantage of its speed, your other cards must have DMA (direct memory access) compatibility.

The RamFast card has a memory cache that holds the information being transferred. Combined with direct memory access, which bypasses the CPU, this cache capability makes the card live up to its name.

The configuration software is built into the card so it can't be lost, although there are dipswitches that may need to be set, depending on your system. The setup program allows you to choose which partitions you want active, lets you lock a hard drive volume and even tells you the interleave of the formatted drive.

The card also allows you to map volumes to phantom slots, as long as they do not contain other disk devices. This means you can access a third partition — even from ProDOS 8 — and still use a modem, even if a drive is "using" slot 2.

The RamFast card costs more than the Apple card, but the extra expense is worthwhile if you are impatient or want to take advantage of its other features.

For more information, contact C.V. Technologies at 513-435-5743.

## CLASSIC APPLEWORKS KEEPS GETTING BETTER

Although there are more modules in AppleWorks GS, many IIGS owners still prefer the speed, power and familiarity of Classic AppleWorks. There is even more to like about this popular program as Beagle Bros, Inc. continues to enhance it with add-ons.

In addition to bug fixes in some of the older TimeOut programs (see your local "Beagle Buddy" for low-cost updates), there are two new programs that increase the productivity of this program immeasurably.

If you have coveted those powerful MS-DOS word processors, you need look no further than TimeOut TextTools. It

requires AppleWorks 3.0 and includes: Analyst, CopyBlock, Glossary, Quick-Styles, SuperFind (to search for and replace printer codes), QuickTabs, Mark-Merge, MultiPrint, Indexer and a Table of Contents Generator. All for just \$49.95.

MacroEase, the second generation of the popular MacroTools packages, is the other new TimeOut program. And any serious AppleWorks user ought to have UltraMacros. Besides the large collection of sample macros, it includes Debug, File Status, Primer Reference, UltraReference, UltraLock, UltraPlus, DBLinks, EasyBudget, Question Writer and UltraPublish.

Upgrading from either MacroTools program is a real bargain at \$20, plus \$3.50 shipping, or you can buy them new for \$39.95 each and still get an excellent value.

In addition, the *SuperFonts Activity Guide* will interest anyone who uses the program (SuperFonts) often, especially teachers. It retails for \$49.95 alone or \$99.95, including SuperFonts.

The DecisionPak, StylePak and PerformancePak are sets of three TimeOut programs bundled into one package. These sets are much less expensive than buying the programs individually.

Call 800-345-1750 for more product information.

## INGENUITY IS INNOVATIVE

All the power-hungry cards have made it necessary for some computer users to upgrade their power supplies. So far, the only way to do this with a IIGS is with an internal hard drive.

Ingenuity, Inc., formerly Applied Ingenuity, has been very successful with its drives. In fact, the company has even expanded its line.

Besides its memory cards and reasonably priced 20 MB and 40 MB internal and external drives, and its 100 MB SCSI drive, Ingenuity now produces a 40 MB internal SCSI drive, which you can purchase, with or without an Apple or a RamFast DMA controller, and can upgrade from an older drive.

Ingenuity also offers a 40 MB Inner-card, which is a hard drive on a card. For \$699, you get a small, powerful drive. Apple IIc owners can now have an internal hard drive that replaces their floppy drive, making their machines much more

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- ☐ **GS141,142,143 Illusion, Mindscape**, +75 graphics, w/display utility(3 DISKS) ..... \$27
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† The author requests a specified donation if you decide to use the program.

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### DB MASTER 'R' Us

Stone Edge Technologies, Inc. has released DB Master Version Five (a database management system) as a shareware program. When you pay the \$45 fee you get a full manual and the latest version of the program on disk. There is a discount if you later decide to upgrade to the more powerful relational version.

For the programmer who has other ideas about how to manipulate data, there are two additional possibilities. The Developer's Pak allows the enterprising individual to create a run-time version that lets the developer decide what the user can do with the data.

All the power of DB Master Professional is available, but you can have customized menu screens, functions, commands and automated operations.

If the word gets out to the MS-DOS world that the Apple II is a "real" computer, who knows what could happen?

The Basic Programmer's Pak is another programming tool that allows AppleSoft to interact with DB Master data files — for times when information must be manipulated in such a way that DB Master itself can't do it. It works with files from either the Professional version or Version Five.

To know more or to see "II at Work," the Apple II productivity newsletter, call 216-641-1825.

### GENESYS

Genesys is a resource editing and developing tool that operates in the desktop environment to allow you to work with the nuts and bolts of a GS/OS application; one that already exists or one you would like to see. It is primarily of interest to programmers, but anyone who would like to "play" with the windows, menus, cursors and so forth in a program will find the tool useful.

Genesys generates fully commented source code for any language that supports System 5.0, so it is a powerful tool for anyone who wants to modify a program. Or you could have fun changing an error code to include your name and tell you what a dummy you are.

If this program is of interest to you, contact Simple Software Systems International, Inc. at 404-928-4388.

### OTHER UPDATES

Although the changes are minor, potential ImageWriter II purchasers will be pleased that a 24K buffer is now built into the printer. You can also add AppleTalk without deciding which of the two features is more important to you, as with the previous model.

Chinook Technology has added an Apple IIGS memory card to its product line. Prices are: 1 MB, \$159; 2 MB, \$245; 4 MB, \$417.

EuroWorks has released an AppleWorks 3.0-compatible version of its software that is available in French, German, Italian, Portuguese and Spanish.

Greg Schaefer and Jerry Cline have announced the formation of InSync(c) Software, a new software publishing company dedicated to offering Apple computer users quality products and support, while providing publishing assistance to both new and experienced software artists.

The company's first program will be version 2.2 of ProTerm, formerly published by Checkmate Technology, Inc.

Schaefer is the author of this excellent telecommunications software for Apple II computers, as well as GBBS (Greg's Bulletin Board Service). Cline is, among other things, president of the Arizona

Apple/Mac User Group and user group forum leader for America Online.

We look forward to seeing their efforts and wish them luck in this venture.■

— Merry Perry

*The author works part-time selling computers in Baltimore. She can be reached on CompuServe (71101,1276) and on GENie and America Online (MerryP).*

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## AN INTERVIEW WITH JIM CARSON, PRESIDENT AND CEO OF VITESSE, INC., LA PUENTE, CALIFORNIA

*Jim Carson is president and CEO of Vitesse, Inc., a relatively new company that incorporated in California in November 1989. The other member of the Vitesse management team is the founder of the company, Kevin Johnson, vice president.*

*The company's name, logo and motto are integrated. The name, Vitesse, is the French word for "quickness" or "speed." The French are known for their passion for bicycle racing. Company officials feel that a racing bicycle, the Vitesse logo, exemplifies the standard they set for all Vitesse products: "Fast, smooth, uncomplicated."*

*Supporting only the Apple II line, Vitesse currently produces high-quality utility hardware and software. Product design and manufacture are conducted both in-house and overseas.*

*The Vitesse research and development team, which boasts more than 47 years combined experience, is developing at least one entertainment-oriented software product and hopes to release at least 11 software and hardware products by the end of 1990, which is an ambitious undertaking for a relative newcomer to the Apple II market.*

*Vitesse's products consistently display a high level of attention to detail. Documentation is exceptionally well written, complete and graphically impeccable.*

*All titles include a dazzling group of finder icons and a text file of relevant, timely information that supplements the printed manuals. In fact, a text display program is provided to reveal the contents of the Read Me file at the click of the mouse.*

*In short, Vitesse is currently setting a new standard for products in the Apple II domain. For its positive contributions to the Apple II market, Vitesse, Inc. is this issue's company to watch.*

*We asked Mr. Carson the following questions:*



Jim Carson

**At a time when many developers are reassessing their support of the Apple II, why are you pursuing the market?**

We think the Apple IIGS is a tremendously capable, all-round personal computer, one whose full potential has yet to be tapped. We do not believe that Apple Computer, Inc. could abandon the market, either financially or morally.

The steadfast loyalty that Apple II owners have demonstrated during the years, the re-emphasis that we feel Apple will provide for the IIGS and the performance potential of the IIGS all combine to give us confidence in the market.

We also believe that our own innovation and leadership contribute to the resurgence of the Apple II market.

**Where do you see the IIGS market heading?**

We see the market expanding as Apple renews its endorsement and as other aggressive developers show the same enthusiasm as Vitesse does for developing new products.

**Are there any evolutionary changes you would like to see in the IIGS?**

Yes. In the near term, we'd like to see the IIGS provided with a video-card slot so that independent developers could enhance screen resolution and color. We'd also like to see the IIGS' capability to address RAM extended to the 65816's full 16 MB capacity.

For the long term, we'd like to see the IIGS blend more closely with the Macintosh II to diminish the barrier between Apple's two computer systems.

**How would you describe your relationship with Apple?**

To date, we have no special relationship with Apple. We certainly aspire to become a "seeded developer" because we feel we are at the forefront of product development for the IIGS.

**Today's programming is truly an art form. Who are the members of your programming team?**

Our current programming team includes Christopher Warren (Salvation: Guardian and Quickie), Joe Jaworski (Salvation: Renaissance and The Exorciser) and Robert Morgan (Quickie and Quickie for the IIGS).

**The Quickie scanner is a promising new product. Are any enhancements or other new products currently in the works?**

By the time this interview is published, we will have released our "second-generation" software for the Quickie hand scanner and two additional titles to the GS/OS-based Salvation series. We are on the verge of releasing a superb program launcher called Wings and a directory-repair and file-recovery utility named Deliverance.

In May we demonstrated our preprototype full-page scanner, which has a removable scanner head for special use. We also have a couple of other new scanner devices being tested in our research department.

**Other companies currently market products similar to your Quickie and the Salvation utilities. What prompted you to develop these packages, and what particular characteristics should attract users to purchase them?**

We develop products for which there is a demand. For instance, while hand scanners are quite common in the Macintosh and MS-DOS worlds, there was nothing comparable in the Apple II world until we developed Quickie.

Quickie remains the leader, not only in the features it has for the IIGS, but also because the same device brings hand scanning to II+, IIe and Laser 128 users.

Our Salvation utility series is another example of satisfying a market need. The vast majority of IIGS users want utilities with power, speed and flexibility, but they demand the familiar, intuitive, easy-to-use human interface for which the IIGS is so well known.

Our utilities fill that need, and user response has overwhelmingly stated that their (the utilities) "look and feel" is exactly what most of our customers have been waiting for.

**What is the minimum hardware configuration that you recommend to new purchasers of IIGS systems?**

Based on the hardware and software products commonly in use now, we'd say that the current IIGS "ROM 03" shows the minimum RAM, 1.25 MB. However, owners would be well advised to get a 4 MB board at first chance.

Of course, at least one 3.5-inch drive is necessary, and we feel that a 20 MB hard drive is an essential part of a "base" system.

**Utility software generally requires a higher level of technical assistance. What is Vitesse's policy regarding user support?**

The customer is Vitesse's most important asset. Customers tell us what they want. Vitesse's customer support is second to none in the industry. We provide telephone and written responses to customer inquiries, even when the problems aren't necessarily related to our products.

We advise owners of Vitesse products of new versions, necessary "fixes" and techniques for optimizing their purchases. We also maintain a high profile on both the GEnie and America Online services.

We are totally committed to supporting our customers. ■

— Cliff Feldman

*The author is the IIGS coordinator of the Maryland Apple Corps user group and chairman of technology education at Parkville High School in Baltimore County.*

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# Homeworker And Studymate:

## Two One-Of-A-Kind Educational Programs

**THE MAJORITY OF APPLE II EDUCATIONAL SOFTWARE IS AIMED AT THE KINDERGARTEN THROUGH 12TH-GRADE LEVELS. SOFTWARE THAT EXTENDS BEYOND THESE LEVELS DESERVES OUR ATTENTION.**

**H**omeworker: The Student Organizer (by Davidson and Associates) and Studymate: The Grade Booster (by Compu-Teach) can be used at the college/university and high school levels.

Homeworker is also useful in junior high and middle school, and Studymate can be adapted to an industrial educational setting.

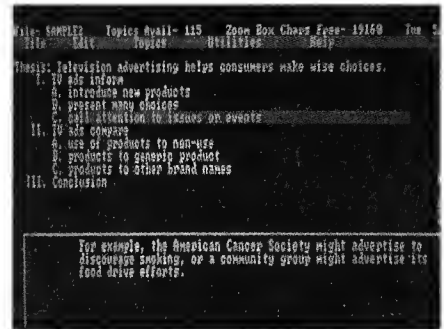
Because these products do not duplicate functions, students should consider owning both.

### **HOMeworker: THE STUDENT ORGANIZER**

Homeworker, a five-module program with a pop-up calculator, is designed to increase a student's studying efficiency. The modules include Textwriter, Outliner, Flash Card Maker, Calendar and Grade Keeper.

The program uses the standard Apple File Card Interface, and the up and down arrows are used for menu scrolling. File selection is accomplished with the space bar. The keyboard is used for all entries; there is no provision for using a mouse.

Anyone familiar with AppleWorks will find Homeworker easy to use. The program incorporates many of the same commands, including Open Apple-S for save, Open Apple-P for print and Open Apple-? for accessing help screens. The Escape key is used to exit from menus.



**Homeworker**

The Other Activities menu, available from the Main menu, includes such familiar items as *change* current disk, *list* all files on current disk, *delete* files from current disk, *select* standard location for data disk and *format* a blank disk.

Selecting disk locations is limited, because access is not provided to the ProDOS subdirectories (folders), only to slots and drives. Thus, the capability for proper hard disk installation is eliminated.

Homeworker can have as many as 12 files on the desktop at one time, which is similar to AppleWorks. To access the Clipboard for cutting, copying and pasting, there can be only 11 files on the desktop. The Clipboard is counted as a separate file.

Homeworker does not provide any protection for saving changed files upon quitting. Users must remember to save frequently and to save all files that have changes before exiting the program.

## HOMEWORKER

### TEXTWRITER

Textwriter lacks many of the bells and whistles found in either the AppleWorks or Apple Writer word processors. Each Textwriter file has the capacity of holding five single-spaced pages.

Some of the module's rudimentary features include the availability of single and double spacing for an entire document, the capability to set horizontal and vertical margins and tab stops, and the capability to set the screen to inverse.

Textwriter uses the standard underline and box cursors for insert and overstrike. Deletion is accomplished with the Delete key for a single character or with the Open Apple-D command.

Pasting text from the Clipboard can be done either within a document or between two files. Find and Replace functions are available. Replacing text can either be done on a one-by-one basis or globally (every occurrence replaced).

For a text-based word processor, Textwriter's output capability is more than adequate. A printer can be accessed in any active slot or port. Also, output can be sent to an ASCII text file, which allows importation into a more powerful word processor.

Other than single or double spacing, no text-formatting commands (underline, boldface, etc.) are available. Therefore, the capability to import a Textwriter file into another word processor is useful.

### OUTLINER

The Outliner module allows up to four different levels (Roman numerals, upper-case letters, Arabic numerals and lower-case letters) and a thesis statement. Except for the latter, Outliner only allows single-line entries. However, a Zoom Box function allows more detail to be added to each entry.

Outliner provides automatic renumbering of insertions and deletions and automatic renumbering when topics are moved to a new location in an outline. This includes moving topics to a new level within an outline.

Outliner lacks the capability to scroll up or down a single page at a time, which would be useful for large outlines. The capability to switch between insert and overstrike cursors is also missing, which would help when editing outline entries.

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### Games

- ❑ **GS72 Cartus Primus & Sheepshead** - Play cribbage, pinocle, hearts, pitch, gin rummy, euchre, and sheepshead with these fantastic shareware programs.
- ❑ **GS65 Entertainment** - IIGS Super Hi Res entertainment with Wheel of Fortune, Yahtzee, Senseless Violence 2, Mathemusic, and more.
- ❑ **GS30 Card Games** - Five great shareware card games: Casino Solitaire, Slot Poker, Monte Carlo, Pyramid and Poker Solitaire.
- ❑ **GS79 Plunder GS** - Escape from the treasure room with the most cash to win this exciting game with fantastic sound effects. Watch out for the bombs!

### AppleWorks Files

- ❑ **R302 AW Patch Kit** - Over 25 different patches for use with classic AppleWorks 3.0. Plus Ultramacros ideas, accounting templates and much more.
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### Graphics, Clip Art & Fonts

- ❑ **GS77 Print Shop Graphics, Fonts & Borders** - A fantastic collection of all new Print Shop GS multi-color graphics. Plus borders and fonts.
- ❑ **GS78 Print Shop Graphics** - More new graphics for Print Shop GS.
- ❑ **GS67 Joe's Clip Art Disk #1** - Clip art for use with HyperStudio or AppleWorks GS and other GS applications. Stored in Apple preferred format.
- ❑ **GF04 Billboard Fonts** - A collection of large-sized GS-type fonts including Black Shadow, Las Vegas, LED, Blockbuster, Giants, Leavenworth and 20 others.
- ❑ **GF08 Serif Fonts** - Hundreds of GS-type fonts including Columbia & Elite.

### Space & NASA Programs

- ❑ **C302 Official NASA Press Packets** - This disk contains text versions of the latest NASA press packets plus a Hubble Telescope program with great graphics.
- ❑ **GS46 Tonight's Sky** - Programs for the sky gazer and NASA enthusiast: a simulated planetarium; a Lunar Lander game; and info on the US space program.
- ❑ **HS08 HyperSpace** - HyperShuttle & HyperSpace are two great stacks that teach about the solar system and man's attempts to explore it. Requires HyperStudio.
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Outliner's strongest feature is its printing capabilities. Three formats are available: Output can be in the form of topics only, text only (Zoom Box material) or both together. Output can be directed to a printer in any active slot or port or to an ASCII text file on disk, which can then be imported into Textwriter, AppleWorks or any word processor.

## FLASH CARD MAKER

Flash Card Maker allows a user to enter a file of study material that needs to be memorized. Information for both sides of a flash card can be entered. Horizontal margins, tab stops and inverse screens are available on either side of a card.

Individual cards can be deleted from a file, and additional cards may be added at the end of a file. Cards already entered can be easily edited.

Flash cards can be reviewed in sequential or random order on screen, as well as from the front or back. Card data can be printed out, folded, pasted and individually cut, making flash cards accessible when a computer is not available.

## CALENDAR

The Calendar module is a perpetual date calendar. One month at a time is viewed on screen, and events can be entered for each date. Important events can be marked with an explanation point. Standard events are designated by a period.

The module can print out a monthly event report or a yearly calendar, with standard events and important events marked for the year. A marked event list, which runs from the current date till any selected date, can be displayed on screen. The list indicates the number of days left until an event takes place.

After the first screen of events is displayed, additional events can be scrolled one at a time. Unfortunately, this feature lacks page scroll or scroll-back capabilities.

However, the module is sufficient to keep track of course events and plan a study schedule.

## GRADE KEEPER

Capable of tracking grades for seven different subjects and weighing these courses based on the number of credits, Grade Keeper is the most comprehensive module in the package. It can compute grades in each course via weighted average or total points.

The weighted-average system is used with courses that have tests or assignments worth a certain percentage of the total grade. The total-point system is used with courses where total points earned are compared with the total points possible.

All letter grades must be converted to a numerical grade to be used with either of these scoring systems. And there appears to be no limit to the number of entries that can be made for each course.

When course percentages are calculated, estimated total grades can be entered for each course. The program then calculates an overall grade-point average for all courses.

Gradesheets can be printed out in two different ways: all the gradesheets for all subjects and the total course load or a single gradesheet of what is currently displayed on screen.

## POP-UP CALCULATOR

The pop-up Calculator is available from any of the other modules. It handles arithmetic functions, negative numbers and contains nine memory locations for storing numbers. The module can also print out calculations in register-tape style on a printer.

Although the module lacks the functionality of the Calculator program in the TimeOut Desktools (from Beagle Bros), it *can* handle simple algebra and is useful in grade computations.

However, the Clear key on the IIGS numeric keypad does not function with the Calculator.

A measurement conversion utility is built into the Calculator, allowing the module to convert different units of measurement (feet to inches, English to metric and vice versa). Length, weight, area, volume and time measurements can also be converted; temperature scales cannot.

## PRODUCT SUMMARY

Homeworker: The Student Organizer comes with either a 5.25- or 3.5-inch diskette, a comprehensive 40-page manual and a 96-page book, titled *How to Study for Success*, by Dr. Jan Davidson. The book provides helpful hints that pertain to goal setting and attainment and adjusting study habits to improve individual and course grades.

The package also contains a card to allow for swapping to a different-size media (3.5 to 5.25 or vice versa).

Homeworker, a ProDOS 8-based program that will operate on an Apple IIGS, IIC+, IIC or IIE with an extended 80-column card, has received many awards, including Best Secondary School Education Product (in 1986) by the Software Publishers Association. It provides students with an excellent means of organizing their studies to improve their grades.

Homeworker is an easy program to learn and use and would be a welcome addition to the software library of any student in the ninth grade or higher.

Even so, Homeworker is due for a major upgrade. It is a one-of-a-kind program that fills an important void. Because the program is totally text based, its development should continue on an 8-bit level.

## STUDYMATE: THE GRADE BOOSTER

Studymate is a test-authoring program that is being marketed to the student community. It is designed to create, edit, review and print exams in True/False, Multiple Choice, Question-Response, Fill in the Blanks and Spell Scramble formats.

The program operates from a single-screen Main menu, and menu items are selected by number. As with Homeworker, there is no provision for using a mouse.

Studymate will install and operate from a subdirectory on a hard drive and access subdirectories on various disks.

The Main menu contains eight items: Take a Test, Create a New Test, Edit a Test, Review a Test, Print a Test, Delete a Test, Change Directory and Exit. The Take a Test selection, for example, allows a user to be tested based on a file that has been previously entered. Questions are randomly generated from the file.

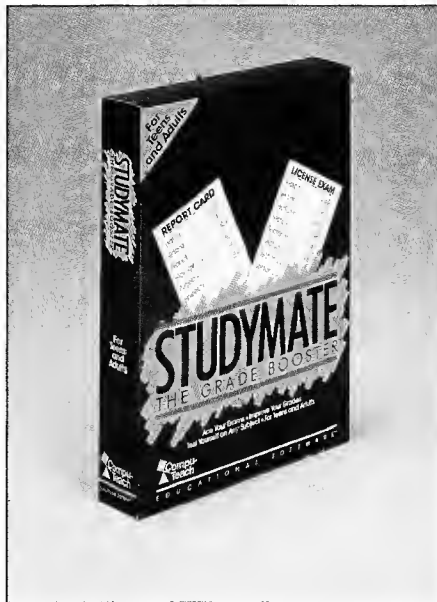
Except for True/False questions, the program allows up to two chances for a question to be answered correctly. When finished taking a test, the results can be printed out.

To design a new test, choose Create a New Test from the Main menu. The program then asks for a valid ProDOS filename for the test file. Once this is provided, it will prompt for a short description of the exam. Then it provides a menu of the type of test.

The choices are *either* the previously mentioned True/False, Multiple Choice, Question-Response, Fill in the Blanks and Spell Scramble *or* Multiple Formats.

If Multiple Formats is chosen, the program will prompt for the type of question for each new question entered.

One shortcoming in the question-entering process is that the program does



*Studymate: The Grade Booster*

not allow for backing up to correct part of a previous question. It allows for deletion at this point, but not editing.

If corrections need to be made to a test entered earlier, choose Edit a Test from the Main menu.

The Review a Test selection allows a student/user to review exam material on screen. This is the major intent of the program, *to be able to repeatedly review study material.*

Two different print capabilities are available: The first option is to print Study Sheets, which are a printout of each test question and the corresponding correct answer.

Printing a Blank Test is the second capability. This option provides a printed test that contains randomly generated questions (similar to the Take a Test selection) and an answer key. Unfortunately,

## Hard Disk Subsystem (plug & play)

- **Half Shell-compact 1.4"x5.5"x7.5"**

same drive as the Mac portable

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- **A-Hive-hard disk-expandable**

Compleatw/Apple High Speed SCSI Card

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32MB--\$539

48MB--\$589

65MB--\$635

85MB--\$679

100MB--\$899



- **Cartridge Drive --44MB per cartridge \$779**

- **Hermit Crab--portable 20MB\$509 40MB\$609**

## Tape Subsystem w/ backup software

155MB--\$629

60MB--\$549

## A-Hive •• a disk enclosure

40watts -- \$119 65watts -- \$169

Subsystems are Mac & PC compatible

## TULIN CORPORATION

2156H O'Toole Avenue

Tel: 408-432-9025

San Jose, CA 95131

Fax: 408-943-0782

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Circle Reader Service Number 12

# Where Tourist Dollars Meet

Francs and Pounds and Lira and Marks and Yen turned into \$24.5 Billion\* U.S. Tourist Dollars last year. That's how much foreign visitors spent while traveling around the United States. This \$24.5 Billion is new money which improves our balance of trade with other nations, creates jobs, supports an array of businesses, and increases tax revenues. That's why "Tourism Works For America"...and you.



National Travel and Tourism Awareness Council



\*Preliminary 1988 Estimates. Source: U.S. Travel and Tourism Administration. © 1989, National Travel and Tourism Awareness Council.

the printing capabilities of the program leave something to be desired.

Perforations between sheets of paper are not skipped while printing, and the answer key is not labeled with the exam filename. These problems hinder using the printouts for formal examinations.

Delete a Test is used to remove a test file from a disk. This should only be done if a test is no longer needed or a backup copy has been made.

The Change Directory selection should be called "Change Disk Drive." This function allows a user to select the slot and drive of a data disk. Access to ProDOS subdirectories on a disk is not accessible from this selection.

Exit leaves the program and exits to the Basic System. It does not issue a ProDOS Quit command. To return to a program selector, such as the Finder, from the Basic System, the user must type BYE at the ] prompt!

## PRODUCT SUMMARY

Studymate also comes with either a 5.25- or 3.5-inch program disk, two 5.25- or one 3.5-inch Studymate Vocabulary disks, an eight-page manual and a 148-page book, *How to Study*, by David Griswold. The book provides comprehensive information on time management, homework, concentration exercises, test-taking skills, library usage and more.

With the amount of work involved in formulating questions, it appears that the product will only be used by highly motivated students. If specific question disks can be generated and marketed, similar to the Vocabulary disks that come with the package, student usage would increase dramatically.

Also, the documentation needs to be expanded to include screen shots and specific examples.

The program also has the potential of becoming a major teaching tool. Like Homeworker, a revision would be necessary to bring it to this level.

Studymate has an impressive list of users, including Tulane University, the University of Nevada at Las Vegas and General Foods. Perhaps input can be obtained from these users as to how the program can best be expanded.

From viewing a first release of this product, our conclusion is that Studymate has the potential to become a top-notch educational tool — for both students and educators.

Homeworker and Studymate are the first products of their kind. It should be interesting to see what develops down the road.■

— Tyler and Leah Weisman

*Tyler and Leah Weisman live in Gainesville, Fla. Tyler is a free-lance writer and an Apple II library SYSOP on GENIE. He can be reached via electronic mail (A2.TYLER). Leah, Tyler's wife, is a special educator at the Lake City Middle School in Columbia County, Fla. An invited speaker at the 1989 A2-Central Developers Conference in Kansas City and at the 1990 spring AppleFest in New Jersey, she can be reached at the same electronic mail address.*

## PRODUCTS MENTIONED

**Product:** Homeworker: The Student Organizer

**Company:** Davidson & Associates, Inc.; 3135 Kashiwa St.; Torrance, CA 90505; 800-556-6141 or 213-534-2250

**Price:** \$49.95 retail; home edition \$179.95 retail; school lab pack

**System Requirements:** Apple IIGS, IIC+, IIC or IIE with an extended 80-column card; 5.25- or 3.5-inch disk drive; printer is recommended

**Circle Reader Service Number 36**

**Product:** Studymate: The Grade Booster

**Company:** Compu-Teach Corp.; 78 Olive St.; New Haven, CT 06511; 800-448-3224 or 203-777-7738

**Price:** \$49.95 retail; home edition \$99.95 retail; classroom edition

**System Requirements:** Apple IIGS, IIC+, IIC or IIE with an extended 80-column card; 5.25- or 3.5-inch disk drive; printer is recommended

**Circle Reader Service Number 37**

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## AppleWorks

*not copy protected* • \$24.95 each retail • \$45 retail; any two • \$60 retail; complete set • \$6 retail; updates • Pop-Fly Software, Div. of Product Control, Inc., 345-B N. McLean Blvd., S. Elgin, IL 60177; 312-741-5915

**Agent Organizer Program** • Insurance templates for P&C agents • *Apple IIGS, other Apple II models; AppleWorks V1 to 2.0, 128K; ProDOS 8; not copy protected* • \$69.95 retail • Info-Med, PO Box 24412, Jacksonville, FL 32241; 904-723-2771

**Alpha Check** • Check writing and reporting program • *Apple IIGS, AppleWorks, 128K; ProDOS 8; not copy protected*

Alpha Check is a check writing and reporting program that runs within AppleWorks using two interfaces to enter data. The "Journal" interface allows the entry of data from hand written checks, cash and credit card purchases. A check-like interface permits entry of data plus financial and tax reporting. It prints any type of personal, business or Quicken checks. Alpha Check will: pre-number the check; pre-date the check; fill out the "longhand" amount automatically; pre-print the payee's name for addressing; update the check register with the proper balance; print the check and address it for a window envelope with one keystroke; create a business or personal tax report automatically; create a General Ledger automatically; and more.

\$49.95 retail • Actasoft, 19700 Wells Dr., Woodland Hills, CA 91364; 818-996-6731

**AppleWorks Forum** • 36-page monthly newsletter • \$4 retail; each monthly issue • \$29 retail; one-year subscription • National AppleWorks Users Group; PO Box 87453; Canton, MI 48187; 313-454-1115

**AppleWorks GS 1.1** • Integrated software package that provides word processing, database, spreadsheet, page layout, graphics and communications applications • *Apple IIGS, 1.125 MB; GS/OS; not copy protected* • \$299 retail • (For AppleWorks GS upgrade information, call 800-544-8554) • Claris Corp., 5201 Patrick Henry Dr., PO Box 58168, Santa Clara, CA 95052; 408-987-7000

**AppleWorks; AppleWorks/Network** • Provides word processing, database management, mail merge and spreadsheet analysis; extends to the AppleTalk Network System • *Apple IIGS, other Apple II models; 128K; ProDOS 8; not copy protected* • \$249 retail; AppleWorks 3.0 • \$1,414 retail; AppleWorks 10-pack • \$1,616 retail; AppleWorks/Network • (For AppleWorks 3.0 upgrade information, call 800-544-8554) • Claris Corp., 5201 Patrick Henry Dr., PO Box 58168, Santa Clara, CA 95052; 408-987-7000

**FactWorks Volumes I - IV** • More than 120 AppleWorks databases designed for student research • *Apple IIGS, other Apple II models; AppleWorks, 128K; ProDOS 8; not copy protected* • \$32.95 retail; per volume • ImagiMedia Software, 16640 Roscoe Pl., Sepulveda, CA 91343; 818-894-1131 or 800-544-3228

**Famous Birthdays** • Database containing 7,000 famous people and their birthdays; make nice additions to birthday presents • *Apple IIGS, AppleWorks, 128K; not copy protected* • \$12.95 retail • Benz Computing Enterprises, 38 Belton St., Stanhope, NJ 07874; 201-347-6476

**How To Use The Features Of AppleWorks 3.0** • Training tape • \$9.95 retail • National AppleWorks Users Group; PO Box 87453; Canton, MI 48187; 313-454-1115

**ImageWorks** • Videodisc utility for AppleWorks • *Apple IIGS, other Apple II models; 64K; ProDOS 8* • \$19.95 retail • Teaching Technologies, PO Box 3808, San Luis Obispo, CA 93403; 805-541-3100

**The Kula Index** • An annual series of AppleWorks database files that enables users to locate articles and reviews that appeared in various computer publications • *Apple IIGS, other Apple II models; AppleWorks, 128K; ProDOS 8; not copy protected* • \$8 retail • Kula Software, 2118 Kula St., Honolulu, HI 96817; 808-595-8131

**Loan Qualifier** • Spreadsheet template designed for mortgage brokers, loan officers and real estate agents • *Apple IIGS, other Apple II models; AppleWorks, 128K; ProDOS 8; not copy protected* • \$99 retail • Financial Microware, PO Box 40, Cupertino, CA 95015; 408-446-5639

**SportsWorks Fantasy Baseball** • Integrated template for learning and running a fantasy or rotisserie baseball league • *Apple IIGS, other Apple II models; 128K; ProDOS 8; AppleWorks; not copy protected*

SportsWorks Fantasy Baseball is an integrated template for learning and running a fantasy or rotisserie baseball league. It contains approximately a dozen files that will instruct users on running these files, as well as help beginners learn the basic functions of the AppleWorks program. Within the particular files, there are many samples that will help explain the setting up of a fantasy baseball league, drafting of players, trading of players from owner to owner and how to keep the daily stats on all players.

\$39.99 retail • T+M Enterprises, PO Box 195, 228 Main St., Staten Island, NY 10307

**The TimeOut Series** • AppleWorks enhancements • *Apple IIGS, other Apple II models; AppleWorks, 128K; ProDOS 8; not copy protected* • \$49.95 retail; GS Font Editor • \$49.95 retail; Program Writer • \$49.95 retail; TimeOut DeskTools • \$49.95 retail; TimeOut DeskTools II • \$49.95 retail; TimeOut FileMaster • \$89.95 retail; TimeOut Graph • \$25 retail; TimeOut MacroTools • \$25 retail; TimeOut MacroTools II • \$49.95 retail; TimeOut PowerPack • \$69.95 retail; TimeOut QuickSpell • \$49.95 retail; TimeOut SideSpread • \$59.95 retail; TimeOut SpreadTools • \$69.95 retail; TimeOut SuperFonts • \$49.95 retail; TimeOut Thesaurus • \$59.95 retail; TimeOut UltraMacros • \$79.95 retail; TimeOut ReportWriter • \$69.95 retail; TimeOut TeleComm • Beagle Bros. Inc., 6215 Ferris Sq., Ste. 100, San Diego, CA 92121; 619-452-5500, 800-345-1750 (orders) or 800-992-4022 in CA (orders)

**Vacation Orlando** • Travel software series featuring hotel and resort listings, area attractions and shopping and dining guides for Orlando and Disney World (includes new Universal Studios and Disney/MGM Studios) • *Apple IIGS, other Apple II models; AppleWorks, 128K; ProDOS 8; not copy protected* • \$19.95 retail • Pop-Fly Software, Div. of Product Control, Inc., 345-B N. McLean Blvd., S. Elgin, IL 60177; 312-741-5915

**WriteWorks** • Turns the AppleWorks word processor into a more powerful and flexible word processing system • *Apple IIGS, other Apple II models; 256K; ProDOS 8; not copy protected* • \$29.95 retail • Mike Crane, 1110 W. Alamos, Fresno, CA 93705; 209-225-1394

## Books And Publications

**1001 Things To Do With Your Apple IIGS** • Useful activities for an Apple IIGS user • \$12.95 retail; paperback • \$18.95 retail; hardbound (book no. 2886) • Tab Books, Inc., Blue Ridge Summit, PA 17294; 800-822-8138

**Advanced AppleWorks — 2nd Edition** • Insight into AppleWorks • \$17.95 retail (book no. 3048) • Tab Books, Inc., Blue Ridge Summit, PA 17294; 800-822-8138

**Apple 16, A Comprehensive Guide To IIGS Computing** • A non-technical book that discusses the IIGS' use of color, paint and draw programs, desktop publishing, laser printing, telecommunications, music and more •

\$22 retail; includes newsletter update • The Archives Press, 140 University Ave., #38, Palo Alto, CA 94301; 800-338-4454

**Apple Care Manual: Diagnosing And Maintaining Your Apple IIe, IIc And IIGS Computers** • Teaches Apple II owners how to perform preventive maintenance, troubleshoot malfunctions and make simple repairs • \$17.95 retail; paperback (book no. 3121) • Tab Books, Inc., Blue Ridge Summit, PA 17294; 800-822-8138

**Apple IIGS Assembler Toolbox Quick Reference; C Toolbox Quick Reference** • Summaries of the toolbox calls • \$20 each retail • APDA — Apple Computer, Inc., 20525 Mariani Ave., MS 33G, Cupertino, CA 95014; 800-282-2732

**Apple IIGS Assembly Language Programming** • Assembly language tutorial • \$24.95 retail • Bantam Books, Inc., 666 Fifth Ave., New York, NY 10103; 212-765-6500

**The Apple IIGS Book** • Chronicles the Apple IIGS computer from conception to development • \$19.95 retail • Bantam Books, Inc., 666 Fifth Ave., New York, NY 10103; 212-765-6500

**Apple IIGS Firmware Reference** • Technical guide for programmers and hardware designers • \$24.95 retail • Addison-Wesley Publishing Co., Inc., 1 Jacob Way, Reading, MA 01867; 617-944-3700

**Apple IIGS Hardware Reference, Second Edition** • Provides an extensive description of the mechanisms and internal operations of an Apple IIGS • \$26.95 retail • Addison-Wesley Publishing Co., Inc., 1 Jacob Way, Reading, MA 01867; 617-944-3700

**Apple IIGS Machine Language For Beginners** • Assembly language tutorial for use with the Merlin 8/16 assembler • *Apple IIGS, 512K for disk portion; ProDOS 16; not copy protected* • \$19.95 retail; book • \$15.95 retail; disk • Roger Wagner Publishing, Inc., 1050 Pioneer Way, Ste. P, El Cajon, CA 92020; 619-442-0522

**Apple IIGS Technical Reference** • Apple IIGS architecture overview • \$19.95 retail • Free catalog is available • Osborne/McGraw-Hill, 2600 Tenth St., Berkeley, CA 94710; 800-227-0900

**Apple IIGS Toolbox Reference, Vol. III** • New tools for Apple IIGS programmers • \$39.95 retail • Addison-Wesley Publishing Co., Inc., 1 Jacob Way, Reading, MA 01867; 617-944-3700

**Apple IIGS Toolbox Reference, Vols. I And II** • Toolbox description book in two volumes • \$26.95 each retail • Addison-Wesley Publishing Co., Inc., 1 Jacob Way, Reading, MA 01867; 617-944-3700

**The Apple IIGS Toolbox Revealed** • Introduces a reader to the toolbox and other IIGS circuits • \$21.95 retail • Bantam Books, Inc., 666 Fifth Ave., New York, NY 10103; 212-765-6500

**The AppleWorks Handbook: Vol. II** • "How to" ideas to get more from AppleWorks • \$27.95 retail • National AppleWorks Users Group; PO Box 87453; Canton, MI 48187; 313-454-1115

**AppleWorks Made Easy, Third Edition** • Tutorial that covers AppleWorks Version 3 • \$19.95 retail • Osborne/McGraw-Hill, 2600 Tenth St., Berkeley, CA 94710; 800-227-0900

**Discovering Science On Your Apple II, II+, IIc and IIGS** • Guidebook designed for individual student use or as a supplemental text for use in middle or junior high school science classes • \$14.95 retail; paperback (book no. 2680) • Tab Books, Inc., Blue Ridge Summit, PA 17294; 800-822-8138





































## Music

**Intervals, Scales & Chords** • Provide exercises in constructing intervals, scales and chords, all in treble clef; intended for more advanced students of music theory • *Apple IIGS, 512K; ProDOS 8; not copy protected.* • \$39.95 retail • AABACA, 3137 James Ave. S. Minneapolis, MN 55408; 612-822-9279

**Jam Session** • Music performance program • *Apple IIGS, 768K* • \$49.95 retail • Broderbund Software, Inc.; 17 Paul Dr., San Rafael, CA 94903; 415-492-3500, 415-492-3200 (dealers only) or 800-521-6263

**Master Tracks Jr. For IIGS** • Personal MIDI recording studio that provides tools for composing, recording and editing music via a graphical interface • *Apple IIGS, Passport serial port MIDI interface, MIDI-equipped instrument, 1.25 MB; GS/OS; not copy protected.* • \$99.95 retail • Passport Designs, Inc.; 625 Miramontes St., Ste. 103, Half Moon Bay, CA 94109; 415-726-0280

**Master Tracks Pro** • Professional MIDI recording and graphic editing sequencing program • *Apple IIGS, Passport serial port MIDI interface or compatible; MIDI instrument(s), 1.25 MB; GS/OS; not copy protected.* • \$395 retail • Passport Designs, Inc.; 625 Miramontes St., Ste. 103, Half Moon Bay, CA 94109; 415-726-0280

**Music Construction Set** • Music composition system; 33 digitized instruments; MIDI output; and stereo music capability • *Apple IIGS, stereo card and speakers recommended; 256K; ProDOS 8; not copy protected.* • \$19.95 retail • Electronic Arts; 1820 Gateway Dr., San Mateo, CA 94404; 415-571-7171

**The Music Studio 2.0** • Music creation program with pull-down menus, music paint box and more • *Apple IIGS, 768K; GS/OS; not copy protected.* • \$99.95 retail • Activision; 3885 Bohannon Dr., Menlo Park, CA 94025; 415-329-0500

**MusicShapes — Family Version** • Creative learning environment that involves everyone in the process of music making and idea development; uses Ensoniq sound chip; also MIDI compatible • *Apple IIGS, 512K; GS/OS; not copy protected.* • \$79.95 retail • Music Systems for Learning, Inc.; 76 Davenport Rd., Roxbury, CT 06783; 203-355-3454

**Pyware Instrument Designer** • Sound-wave designer that enables users to create an infinite variety of synthesized sounds using the built-in Ensoniq chip; sounds can be ported to the Pyware Music Writer • *Apple IIGS; synthesizer and printer optional; 512K; ProDOS 16; not copy protected.* • \$129 retail • Pygraphics Corp., PO Box 639, Grapevine, TX 76051; 817-481-7536 or 800-222-7536

**Pyware MIDI Translator** • Converts sequencer files into notation files to be used with Pyware Music Writer • *Apple IIGS; synthesizer and sequencer program; 768K; ProDOS 16 and GS/OS; not copy protected.* • \$79 retail • Pygraphics Corp., PO Box 639, Grapevine, TX 76051; 817-481-7536 or 800-222-7536

**Pyware Music Writer** • Professional music writing program designed for the IIGS; any type of markings and notations are available, tutorial on basic music theory available with Level I • *Apple IIGS; printer optional; MIDI-compatible synthesizer; 768K; ProDOS 16 and GS/OS; not copy protected.* • \$119 retail; Limited Edition • \$295 retail; Special Edition • \$595 retail; Professional Model • Pygraphics Corp., PO Box 639, Grapevine, TX 76051; 817-481-7536 or 800-222-7536

**Sonix** • Music interface for Basic programs • *Apple IIGS, two 3.5-inch drives; RGB monitor; 1 MB; ProDOS 8; not copy protected.* • \$60 retail • So What Software; 10221 Slater Ave., Ste. 103, Fountain Valley, CA 92708; 714-964-4298 or 714-963-3392

**Supermusic** • Adds six music commands to Applesoft Basic • *Apple IIGS, 512K; ProDOS 8; not copy protected.* • \$39.95 retail • Lynx Computer Products, Inc.; 15115 Ramona Blvd., Baldwin Park, CA 91706; 818-960-4839 or 800-824-3522

**SysExGS** • Allows users to save, store, load and retransmit information from their MIDI equipment • *Apple IIGS, 768K; GS/OS; not copy protected.* • \$34.95 retail • \$5.95 retail; demo • Lindsay Hough; PO Box 212; Slingerlands, NY 12159; 518-439-7266

**Understanding Music** • Helps develop the cognitive concepts necessary to understand and deal with line music • *Apple IIGS, 512K; ProDOS 8; not copy protected.* • \$39.95 retail • AABACA, 3137 James Ave. S. Minneapolis, MN 55408; 612-822-9279

**The Well-Tempered Ear** • Ear training • *Apple IIGS, 512K; ProDOS 8; not copy protected.* • \$39.95 retail • AABACA, 3137 James Ave. S. Minneapolis, MN 55408; 612-822-9279

## Networking

**AppleShare File Server V2.0** • Workgroup file server software • *Apple IIGS; other Apple computers.* • \$799 retail • Apple Computer, Inc.; 20525 Mariani Ave.; Cupertino, CA 95014; 408-996-1010

**AppleShare IIGS Workstation Software** • Workgroup software • *Apple IIGS; other Apple models.* • \$99 retail • Apple Computer, Inc.; 20525 Mariani Ave.; Cupertino, CA 95014; 408-996-1010

**AppleShare Print Server** • Network print server; enhanced version of LaserShare • *Apple IIGS; other Apple computers.* • \$299 retail • Apple Computer, Inc.; 20525 Mariani Ave.; Cupertino, CA 95014; 408-996-1010

**Aristotle** • Provides educational institutions with access to ProDOS applications stored on an AppleShare File Server • *Apple IIGS; other Apple II models.* • \$199 retail • Apple Computer, Inc.; 20525 Mariani Ave.; Cupertino, CA 95014; 408-996-1010

**ELAN Networking System** • Educational Local Area Network (ELAN) • *Apple IIGS; other Apple II models; one Satellite board; one expander card; twisted pair cable; AROS III software; 128K; ProDOS 8, DOS 3.3; copy protected.* • \$267 retail; per remote station • Lan-Tech, Inc.; 11811 N. Tatum Blvd., Ste. P-150, Phoenix, AZ 85028; 602-953-6300

**Inter-Poll Network Administrator's Utility** • Contains tools that an AppleTalk network administrator can use to implement a network support program • *Apple IIGS; workstation software.* • \$129 retail • Apple Computer, Inc.; 20525 Mariani Ave.; Cupertino, CA 95014; 408-996-1010

**MouseFiler Network Utilities** • Enables an Apple II user to work with an AppleShare server over the AppleTalk network; Macintosh-style desktop using windows, pull-down menus and the mouse • *Apple IIGS; AppleShare Server, AppleTalk Network and Apple II Workstation board; 128K; ProDOS 8; not copy protected.* • \$199.95 retail; institutional POs accepted • Harbor Software, Inc.; 403 Great Rd., Ste. 8, Acton, MA 01720; 508-263-1870

■ **Q-System GS** • Intelligent print spooler • *Apple IIGS.* Q-System GS is an intelligent print spooler that automatically spools and queues print jobs from up to seven computers simultaneously. The Q-System GS is a stand-alone system that is completely automatic and transparent to users. Available with up to 4 MB of buffer memory, the Q-System GS eliminates the long waiting times normally

associated with printer sharing devices. The Q-System GS is equipped with eight general purpose mini DIN 8 ports that may be used in any input/output configuration. It is compatible with the Apple IIGS, II, IIE and Mac. Any combination of those computers may be connected to the Q-System GS to share a common serial device, such as the ImageWriter, HP LaserJet or plotter. In addition to its serial output, the Q-System GS has a parallel output port for added flexibility. Call for pricing • Sequential Systems, Inc.; 1200 Diamond Cir., Ste. M-2, Lafayette, CO 80026; 303-666-4549

## Online Databases

**America Online** • Online service • *Apple IIGS; Hayes-compatible modem; 512K; ProDOS 16 (disk also contains ProDOS 8 version that will be launched if 256K); not copy protected.* • \$5.95 per month retail; includes one free connect hour • \$5 per hour retail; evenings and weekends • \$10 per hour retail; daytime use • Quantum Computer Services, Inc.; 8619 Westwood Center Dr.; Vienna, VA 22182; 800-227-6364

**Boston CitiNet** • Free online information service • *ASCII terminal with modem.* • Free to access • Boston CitiNet; Ste. 747, World Trade Center; Boston, MA 02210; 617-439-5678 or 617-439-5699 (modem)

**CompuServe Information Service** • Online information service with several Apple forums • *Apple IIGS; modem; communications software; Vixtex communications software available.* • \$39.95 retail; Membership Kit • CompuServe Information Service; PO Box 20212; Columbus, OH 43220; 614-457-0802 outside U.S. or 800-848-8199

**Delphi** • Online information service • *Apple IIGS; communications program.* • \$49.95 retail; Membership Fee (includes manual and credit equal to two hours online time) • \$7.20 per hour retail; non-prime time • \$17.40 per hour retail; prime time • General Videotex Corp.; Three Blackstone St.; Cambridge, MA 02139; 617-491-3342

**GENie** • Online database with an Apple II special interest group • *Apple IIGS; modem.* • \$5 per hour retail; after hours • \$35 per hour retail; prime time • General Electric Information Services Co.; 401 N. Washington St.; Rockville, MD 20850; 800-638-9636

## Personal Productivity

**Address Master** • Integrated name and address database • *Apple IIGS; printer optional; 512K; GS/OS; not copy protected.* • \$34.95 introductory retail • Prelude Software, Inc.; PO Box 1317, Costa Mesa, CA 92628; 714-751-5736

**Dollars And Sense 2.0** • Financial management package • *Apple IIGS; other Apple II models; 3.5-inch drive; 128K; ProDOS 8; not copy protected.* • \$119.95 retail • Monogram; 21821 Plummer St.; Chatsworth, CA 91311; 818-700-6200

**Family Matters** • Household organization • *Apple IIGS; 128K; ProDOS 8; not copy protected.* • \$49.95 retail • Springboard Software Group, A Div. of Spinnaker Software Corp.; 201 Broadway, Cambridge, MA 02139; 612-944-3915

**Family Roots** • Genealogy research program • *Apple IIGS; other Apple II models; 128K; ProDOS 8 (works with GS/OS); not copy protected.* • \$225 retail • Quinsept, Inc.; PO Box 216, Lexington, MA 02173; 617-641-2930 or 800-637-7668





# WORD PROCESSING

## Word Processing

//Write • Full-featured word processor with Macintosh simplicity • *Apple IIGS; 128K; ProDOS 8; copy protected.* • \$49.95 retail • \$99.95 retail; lab pak • American School Publishers; A Macmillan/McGraw-Hill Co.; PO Box 408; Hightstown, NJ 08520; 800-843-8855

**Bank Street Writer III** • Word processing program featuring integrated 60,000-word spelling checker and a 50,000-synonym thesaurus; for primary and high school students grades 2 to 12 • *Apple IIGS; other Apple II models; 128K; ProDOS 8; printer recommended; not copy protected.* • \$89.95; net to educators (customized lab packs, site licenses and network versions available) • Scholastic, Inc.; PO Box 7502; 2931 E. McCarty St.; Jefferson City, MO 65102; 800-541-5513 or 800-392-2179 in MO

**BeagleWrite GS** • Word processor • *Apple IIGS.* • \$99.95 retail • Beagle Bros, Inc.; 6215 Ferris Sq., Ste. 100; San Diego, CA 92121; 619-452-5500, 800-345-1750 (orders) or 800-992-4022 in CA (orders)

**The Character Factory** • Lets users print special characters used in math, science, foreign languages, etc. • *Apple IIGS; other Apple II models; 64K; ProDOS 8; not copy protected.* • \$24.95 retail; single user • \$49.95 retail; unlimited copies per school or college department • Seven Hills Software Corp.; 2310 Oxford Rd.; Tallahassee, FL 32304; 904-575-0566 or 800-627-3836

**DeluxeWrite** • Word processor that combines text and graphics to create documents for letters, school reports, business reports and more • *Apple IIGS; 768K; ProDOS 16; not copy protected.* • \$39.95 retail • \$129.95 retail; DeluxeWrite/DeluxePaint II • Electronic Arts; 1820 Gateway Dr.; San Mateo, CA 94404; 415-571-7171

**Mercury** • IIGS specific word processor • *Apple IIGS; 1 MB or more; GS/OS; copy protected.* • \$89 retail • MECC; 3490 Lexington Ave. N.; St. Paul, MN 55126; 612-481-3500 or 800-228-3504

**MouseWrite Version 2.6** • ProDOS moused-based word processor with print spooling, spelling checker, mail merge, AppleWorks conversion and more • *Apple IIGS; other Apple II models; extended memory card recommended for expanded desktop (384K); two disk drives; 128K; ProDOS 8; not copy protected.* • \$149.95 retail • Roger Wagner Publishing, Inc.; 1050 Pioneer Way, Ste. P; El Cajon, CA 92020; 619-442-0522

**Sensible Grammar** • Proofreading program that checks word processing files for common grammatical errors • *Apple IIGS; word processing program; 128K; ProDOS 8; copy protected.* • \$99.95 retail • Sensible Software, Inc.; 335 E. Big Beaver, Ste. 207; Troy, MI 48083; 313-528-1950

**Sensible Speller For ProDOS** • Electronic dictionary containing the 80,000-word Concise Edition of the Random House Dictionary on disk; RAM compatible • *Apple IIGS; word processing program; 64K; ProDOS 8; copy protected.* • \$125 retail • Sensible Software, Inc.; 335 E. Big Beaver, Ste. 207; Troy, MI 48083; 313-528-1950

**Sensible Writer** • Word processor featuring built-in mail merge and automatic envelope addressing; shares data with AppleWorks • *Apple IIGS; 128K; ProDOS 8; not copy protected.* • \$99.95 retail • Sensible Software, Inc.; 335 E. Big Beaver, Ste. 207; Troy, MI 48083; 313-528-1950

**Wordbench** • Word processing program • *Apple IIGS; other Apple II models; 128K; ProDOS 8; not copy protected.* • \$149 retail • Addison-Wesley Publishing Co., Inc.; 1 Jacob Way; Reading, MA 01867; 617-944-3700

**WordPerfect For The Apple IIGS** • Full-featured word processor with more than 110 features • *Apple IIGS; two disk drives or hard disk drive recommended; additional memory card recommended; 512K; ProDOS 16; GS/OS (System 5.0) compatible; not copy protected.* • \$179 retail • WordPerfect Corp.; 1555 N. Technology Way, Orem, UT 84057; 801-225-5000

## Other Software

**Apple IIGS Software Library** • Total of 170 disks of public domain software and shareware • *Apple IIGS; 512K; ProDOS 16; not copy protected.* • \$9 each retail • \$39.95 retail; IIGS Editor's Choice Set (six-disk set featuring six reviews: Wheel, Iconed, Bounce-It!, F1 Race, Viewer and Control Panel NDA) • Write or call for catalog • \$4.95 retail; P.D.E.'s Guide to Affordable IIGS Software (contains detailed descriptions of nearly 1,000 files from 100 P.D.E. IIGS public domain and shareware disks) • P.D.E.; 2078C Walsh Ave.; Santa Clara, CA 95050; 408-496-0624 or 800-331-8125

**Public Domain Catalog** • Public domain software catalog • *Apple IIGS; other Apple II models; 512K; ProDOS 8 or ProDOS 16; not copy protected.* • \$3.50 retail; each disk • Catalog free on request • Big Red Computer Club; 423 Norfolk Ave.; Norfolk, NE 68701; 402-379-4680

**Public Domain Software On File CD-ROM** • CD-ROM public domain software • *Apple IIGS; other Apple II models; color or monochrome monitor; Apple II SCSI Card, Rev C; CD-ROM drive with compatible SCSI interface; printer optional; 64K; ProDOS 8 or ProDOS 16; not copy protected.* • \$195 retail • Facts On File, Inc.; 460 Park Ave. S.; New York, NY 10016; 212-683-2244

**Softdisk G-S** • Monthly software periodical • *Apple IIGS; RGB monitor preferred; 768K (1.25 MB recommended); GS/OS; not copy protected.* • \$12.95 retail; single copy • \$29.95 retail; three-issue subscription • Softdisk Publishing; PO Box 30008; Shreveport, LA 71130; 318-221-8718 or 800-831-2694

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## REVIEWS

### LOGOWRITER GS

#### A KID'S PROGRAMMING ENVIRONMENT

Logo is a computer language that teaches kids to program by manipulating a friendly electronic creature called the "turtle." When youngsters issue commands, the reptile responds on screen. With turtle graphics, budding programmers actually see how their programs work.



#### LogoWriter GS

The language's word processing capabilities simplify integration of text and graphics within a programming environment.

The Apple IIGS now has its own version of the popular LogoWriter. The product took a long time to reach the market, but the end result is a real show stopper! With LogoWriter GS, turtle graphics have come of age.

We examined the LogoWriter GS (LWGS) Secondary Kit for this review. Primary and Intermediate Materials Kits for younger children are available as well. The same software ships with each product.

The Secondary Kit places more emphasis on programming. The package comes with teaching materials and student manuals for youngsters in junior high and high school. LWGS Secondary is also appropriate for upper elementary grade students who are familiar with activities in the LogoWriter Intermediate Kit.

The accompanying documentation is first-rate. Youngsters unfamiliar with LogoWriter basics can work through two introductory manuals. They learn to draw with the turtle, use the word processor, write procedures, manipulate shapes,

define Control-key events and more. Once students feel comfortable with fundamental techniques and elementary programming procedures, they can try more advanced projects.

Some projects emphasize graphics and special effects. Others encourage youngsters to compose an animated song, write an action-packed adventure story or program video games.

Teacher reference materials explain the more technical aspects of LogoWriter. They provide a quick guide to LogoWriter's Scrapbook, language primitives (built-in vocabulary), special keys and key combinations. *Teacher's Notes* furnishes instructors with practical suggestions for using the project books with students.

Individuals already familiar with the Apple II version of LogoWriter (ProDOS 8) can easily switch to LogoWriter GS. While there are several new commands and added features, file system primitives are virtually identical.

Programmers can even load older LogoWriter 2.0 (ProDOS 8) format pages with LogoWriter GS, so existing procedures are not lost. However, graphics and shapes from LogoWriter 2.0 cannot be transferred. In addition, some programming adjustments may be necessary to get older procedures to run under LWGS.

LWGS takes advantage of the enhanced memory capabilities of the 16-bit IIGS. The greater the IIGS RAM configuration, the more memory available to define procedures. The IIGS version also lets programmers work with a 16-color palette rather than with just the six shades available in the Apple II edition.

There's a rainbow of available IIGS hues, consisting of colors such as aquamarine, deep red, dark gray and brown. Truly imaginative users can define background, text and graphic tints for any procedure, plus adjust the red, green and blue intensities for any selected color.

A Fill command directs the program to fill shapes or the whole screen. You'll find plenty of opportunity to create dazzling special effects with this option.

With LWGS, the turtle can stamp out 90 different shapes, because the Shapes page has room for 90 customized graphics. Only 20 shapes are predefined. Sev-

eral of these shapes are almost identical to the ones in LogoWriter 2.0.

To see beyond the first 30 LWGS shapes, simply scroll through the list. As in LogoWriter 2.0, individuals can turn from the front side to the flip side of the Shapes page to access the Shapes editor.

In LWGS, the Shapes editor consists of a boxed grid, measuring 16 by 16 squares. This grid provides more control over a shape's appearance than the 16-by-10-pixel grid in LogoWriter 2.0.

Youngsters draw or modify a shape the same way in both versions of the software. They use the space bar to stamp or erase a pixel. However, as the pixelated shape gets built in the IIGS grid, a WYSIWYG (what you see is what you get) shape illustration appears to the left of the editing box.

This preview feature is not available in LogoWriter 2.0.

LogoWriter GS is a far cry from the original Apple Logo introduced in 1982. Early Apple Logo manuals were written for grownups, not kids, and the programming language was awkward.

Contemporary turtle graphics are fun. Like a good leather baseball mitt, the latest version of LogoWriter has improved with age.

It includes printer drivers for Epson parallel printers, as well as Apple's serial ImageWriter I and II. Kids can print in color on an ImageWriter II equipped with a color ribbon.

LogoWriter GS provides youngsters with a programming environment they can understand, master and enjoy.

— Carol S. Holzberg, Ph.D.

**Product:** LogoWriter GS

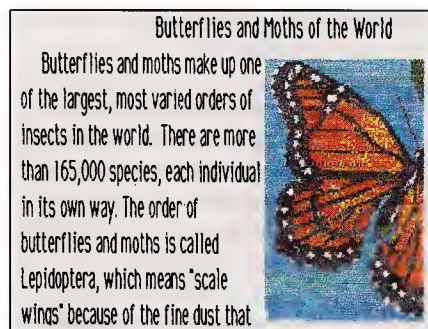
**Price:** \$169 (single-user set) retail; \$450 site/network license; \$299 six-disk lab pack; \$35 for IIGS update.

**Company:** Logo Computer Systems, Inc. (LCSD); 3300 Côte Vertu, Bureau 201; Montreal, Quebec, Canada H4R 2B7; LAG or 514-331-7090

**Requirements:** Apple IIGS, 512K, RGB monitor

**Circle Reader Service Number 42**

## MERCURY EASY-TO-USE WORD PROCESSOR



### Mercury

Mercury, Roman god of eloquence and messenger of the gods, has been reincarnated as a word processor for the IIGS. We put the product through its paces by using it to write this review. It was up and running in a matter of moments.

Mercury has the familiar look and feel of other IIGS word processors (Beagle-Write GS and AppleWorks GS). There are pull-down menus, scroll bars and dialog boxes. You'll also find the conventional File, Edit, Font, Size and Style menus.

Point-and-click mouse control simplifies operation, and several keyboard-equivalent commands function much as they do in other applications (e.g., Cut, Copy, Paste, Open, Close and Save).

Individuals familiar with the IIGS or Macintosh interface will find the program easy to use. You may even get by without having to consult the manual. Online help for a variety of topics is available from the Apple menu, just in case.

Mercury includes several standard word processing features. A ruler assists with margins, paragraph indents and tab settings. The Format menu offers four justification options (left, right, center and full). You can configure left, right, center and decimal tabs. A Search and Replace feature hunts for characters as well as type styles.

Documents may contain headers and footers with text, date, time and page numbers. Users can display date, time and page numbers in several formats. Dates can be configured in Danish,

English, French, German, Italian, Spanish and Swedish.

Speed is one of Mercury's most pleasing features. Screen updating takes place quickly and smoothly. You will also appreciate being able to highlight a portion of text and convert it to uppercase or lowercase by pointing and clicking the mouse.

You can automatically capitalize the first character of each word in a highlighted text portion by choosing Capitalize from the Style menu. To arrange a list of numbers or letters in alphabetical or numerical order, you select Sort.

Mercury features an object-oriented graphics mode for drawing filled and hollow geometric shapes, plus lines of varying widths. Users can draw in 16 different colors and 32 black and white patterns.

Super-high-resolution (640 by 200 pixels) shapes and graphics from other bit-mapped programs may be imported into an open document. Sample clip art ships with the package. All graphics placed in a document can be resized and reshaped.

Mercury is targeted at teachers and students (grades 3 and up), but it does not include a spelling checker or a thesaurus. There is no command that will let users erase characters to the right of the insertion point.

When we tried Option-Delete as a possibility, the screen froze and we had to reboot. There's no option to select an entire line for editing, and the program limits you to one open file at a time.

Whenever you configure a header or footer, Mercury returns you to the beginning of the document, instead of the top or bottom of the page where you exited to format.

The Statistics feature counts all the words in an open document. It won't let you count the words in a selected portion, however. So if you want a word count for a specific paragraph, you're out of luck.

All things considered, Mercury delivers a true WYSIWYG writing environment. The product works with ImageWriter, LaserWriter and Epson parallel printers.

It's fast and powerful, as word processors go, but the current version is prone to crashing. In addition to the Option-Delete crash described above, the program froze three more times during our review: once when we switched from Graphics to Text mode, once during a cut and paste procedure, and once when we double-clicked on a word to select it.

Luckily, we had been saving the document (this review) all along, so only a small portion of the text was lost. Other users might not be so fortunate.

Mercury has potential, but it requires a programming boost. The vendor should add a spelling checker and thesaurus, have the program work with multiple open documents and make the program less prone to crashing.

It's already easy to use; it merely needs a few productivity perks.

— Carol S. Holzberg, Ph.D.

**Product:** Mercury, Version 1

**Price:** \$89 retail

**Company:** MECC; 3490 Lexington Ave. N; St. Paul, MN 55126; 612-481-3500 or 800-228-3504

**Requirements:** Apple IIGS, 1 MB of RAM, two disk drives recommended

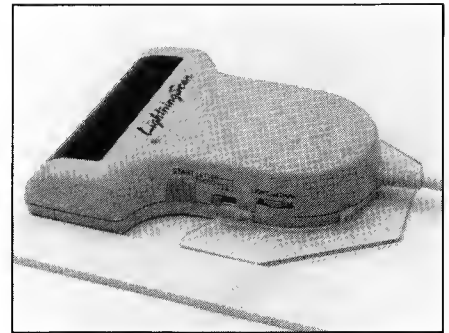
**Circle Reader Service Number 43**

## LIGHTNINGSCAN HAND-HELD SCANNER

Apple IIGS owners have had the capability to capture images and create computer graphics from printed media such as magazines and photographs since 1987. The resulting graphics can be printed out, used with paint programs or used as clip art for desktop publishing projects.

The device that has allowed graphic artists and desktop publishers to use their computers as a digital darkroom is Thunderware, Inc.'s ThunderScan, an extraordinary tool that attaches to an ImageWriter printer and turns it into a complete image processing system.

With a ThunderScan, Apple IIGS owners can digitize photographs, brochures or postcards and recreate vivid, realistic computer graphics with near photographic quality.



*LightningScan*

In May Thunderware released LightningScan, the next generation of graphic imaging scanners for the Apple IIGS. The LightningScan is a small hand-held unit slightly larger than 4 inches wide.

To scan an image, one simply rolls the scanner over the image and, almost by magic, the image appears on the computer screen. The scanner can accurately reproduce images from newspapers, books, magazines, photographs or even T-shirts. A user can store the images in a variety of Apple IIGS graphic formats, and the graphic images can be loaded into virtually any Apple II or IIGS paint, desktop publishing or hypermedia program.

The LightningScan package includes the scanner, an interface card, a well-written 72-page manual filled with hints and tips, three software programs, and a Snapguide. The latter is a plastic guide that attaches to the scanner to help you scan straight.

Installation of the interface card is possible in any open slot. If placed in slot 3 or 4, it does not interfere with any devices connected to those slots' equivalent port. If placed in any other slot, Control Panel settings must be changed to "Your Card."

Provided with the scanner is the LightningScan GS software — the GS/OS-compatible version of the ThunderScan software — and the ProDOS 8 ThunderScan software. The ThunderScan software allows printing, manipulation or colorization of the graphics.

As all graphic formats are supported, you could just as easily load the graphics into a paint program to get them "picture perfect."

Installation of the interface cards takes several minutes. All that's required is a small Phillips-head screwdriver to attach a connector to the back of the IIGS. The scanner attaches to the connector in plug-and-play fashion.

The software is not copy protected and is hard drive installable.

When you are ready to start scanning, you'll need a flat surface to lay the graphic on. Then you just run the LightningScan software, choose the resolution you want to scan at, select the dithering setting, choose whether the graphic should be scanned as line art or 10 or 16 shades of gray-scale art and you're ready to roll.

Experimentation is generally the best teacher when learning how to reproduce high-quality graphics. Although you may be scanning 10 minutes after opening the box, it can take a few hours to understand the intricacies of using the scanner and the relationship between the many options available.

The scanner works using four different dots-per-inch (DPI) settings. Scans done at 400 DPI are larger than those done using the 100, 200 or 300 DPI settings, and they also have a greater resolution. After several scans, which only take seconds to complete, the use of the DPI settings becomes very apparent.

Learning about the dithering controls takes more experimentation. The LightningScan hardware is only capable of outputting graphics in black and white. The capability to reproduce the graphics in 10 or 16 shades of gray scale is controlled by the software.

Although there are four dithering settings on the Photo/Letter switch, when scanning from photographs the differences in quality obtained by the different dithering settings are almost imperceptible. The switch must be changed to the Letter setting if scanning from line-art graphics.

Dithering, by the way, is the process by which the computer simulates shades of gray by using patterns of black and white dots.

Roller wheels are located on the bottom of the scanner, making it relatively easy to roll the scanner in a straight line.

The Snapguide and straightedge help produce an acceptable scan on the first attempt.

The scanner must be rolled at approximately 3 inches per second. If you roll it too quickly, you'll be alerted by a light on the scanner and by a buzzing noise. Scans that are done too quickly become slightly distorted.

If the light goes off during a scan, just press "R" (to restart) and move the scanner to the top of the image.

During the scan the monitor displays the patterns of dots that the scanner "sees." Once the scan is complete, press the Return key and within two to three seconds the completed graphic is displayed. Once a scan is completed, you have the option of modifying the contrast or brightness via a pull-down menu.

Although the scanner software operates using the 320 mode, it is simple to change to 640 mode using the pull-down menus.

320 mode graphics can contain up to 16 different colors or levels of gray scale, while 640 mode can only display four colors or shades of gray scale. That is the built-in limitation of the IIGS that affects all IIGS graphics-based programs. It is a significant factor that must be contended with when determining how you want your end product to look.

Graphics created in 320 mode look like photographs on screen; 640 mode graphics do not.

In the future it may not matter which mode you use, as Apple's Developer Technical Support department has devised a method for 640 mode programs to accurately display 320 mode graphics. Therefore, we hope that programs such as AppleWorks GS will be updated so they will be able to also accurately display 320 mode graphics.

The LightningScan software provides a unique feature not seen before. The File pull-down menu has an option, named Transfer, that allows you to quit the program and immediately launch another application, bypassing the Finder. The technique allows you to instantly launch the ThunderScan software or a paint program.

Quite often, scans need to be touched up with a paint program. When reproducing a graphic from a magazine,

unwanted text may appear that can be removed with a paint program.

The LightningScan Software cannot print your graphic, but a paint program or the ThunderScan software can. The ThunderScan software allows you to substitute any color for gray, thereby allowing you to create colorized graphics.

ThunderScan software also lets you print out a graphic as a poster that is many times larger than the graphic appears on screen. And it allows you to save graphics as either high-resolution or double high-resolution images that can be used with ProDOS 8 software.

LightningScan is sure to significantly increase the variety and types of graphics that are now available. It will also let those with the inclination easily transfer paper-based graphics to the computer, which will be a boon for desktop publishers.

Despite the fact that the software used for this review was version 1.0, it is remarkably bug free and efficient. All in all, the only problem we've had since acquiring LightningScan is getting to bed at a reasonable hour of the night. ■

— Joe Kohn

**Product:** LightningScan

**Price:** \$295 retail (registered ThunderScan owners can purchase LightningScan at a special price)

**Company:** Thunderware, Inc.; 21 Orinda Way; Orinda, CA 94563; 415-254-6581

**Requirements:** Apple IIGS; 768K RAM  
**Circle Reader Service Number 44**

# How To Create Different 'Cap' Letters



When designing a layout for a document that contains a great deal of information, it is necessary to use various techniques to

make sure that introductory paragraphs stand out. Major subdivisions may also need to be highlighted.

One of the best ways to emphasize a paragraph is by starting it with a large capital letter. These enlarged letters can add greatly to the design and help a reader progress through the document.

The rule of thumb is to use large caps prudently. If you use too many, readers can become confused and lose their way. They may also have difficulty determining what is the most important information.

There are three basic kinds of cap letters that can be used to start a paragraph. A raised cap letter is the easiest to create. The other two, hanging and drop cap letters, require more effort.

None of the desktop publishing programs that we used require much exertion to create a raised cap letter. All you do is select the first letter of the first word of a paragraph and increase that letter's point size.

It is up to you and the design of your document as to what size letter to make. For instance, an extremely large letter could be impressive, but might overwhelm delicate subject matter. Select a point size and font that complement the subject.

The only problem we encountered when creating a raised cap letter concerned the second line of the paragraph. Invariably, there was more space between the second line and the first line than between the second line and the third line.

The best solution was to create a new region or area to hold the majority of the paragraph. Using this technique, only the first line of the paragraph would appear

in the first region; the remainder of the paragraph would be in a second region.

## HANGING AND DROP CAPS

Because of the automatic text wrap features of Medley, GraphicWriter III and Springboard Publisher, we were able to easily create both hanging and drop initial caps. Other desktop publishing programs required that we create up to three regions or areas to achieve the effect of a drop or hanging cap letter.

To create either hanging or drop cap letters with Medley, we had to create a rectangular art area then select the Paint Tool. We were then able to type a large capital letter into this area. We put the text into an art area because Medley automatically wraps text around an art area. We were able to type in the rest of the paragraph after returning to the Word Processor.

Whether a cap letter would be a hanging cap or drop cap in Medley was determined by the height of the art area that we created. When the art area was close to the same size of the cap letter, the text wrapped down and under the letter, thereby producing a drop cap. By stretching the art area's vertical height down the page, we created a narrow strip of open space along the side of the paragraph. This method created a hanging cap.

If you don't want the art area to have a border, select Convert Art Areas under the Areas menu to turn off the border.

We used a similar approach with GraphicWriter III and Springboard Publisher to create hanging and drop caps. All three programs worked equally well.

AppleWorks GS and Publish It! 2 required the creation of extra regions or areas to produce either drop or hanging caps. First, a region was created to hold the cap letter. A second text region was used to hold the paragraph that was placed next to the letter.

A hanging cap letter can be turned into a drop cap by adding an additional

text region. After creating the regions for the cap letter and beginning of the paragraph, another region was created just below the cap letter to hold the rest of the text.

## GETTING FANCY

If you need extremely decorative type, it is possible to use a paint program such as DeluxePaint II or PaintWorks Gold to sketch a cap letter. Depending upon your desktop publishing software, you may also be able to use the painting or drawing tools that come with the program.

We used PaintWorks Gold in 640 mode to type in the basic letter, then retouched the letter to create a simple pattern behind it. The painting was saved and then opened in AppleWorks GS' Graphics application. The cap letter was copied and pasted into our page layout application.

Springboard Publisher has powerful tools for creating cap letters. These tools include Distort, Perspective and Trace Edges. We used Trace Edges to create a decorative "S." Medley and AppleWorks GS also have extensive painting modules.

Another place to look for decorative cap letters is on clip art disks. For instance, the clip art disk produced by Activision has a complete alphabet.

Decorative letters are also included in printed clip art books. You can scan letters using hardware such as ThunderScan or ComputerEyes. Either method will produce excellent results. If you use ThunderScan, you will probably need to select the Best Quality mode and Ultra Res. Because most IIGS desktop publishing programs are in 640 mode, save your files in this mode so they can be directly imported.

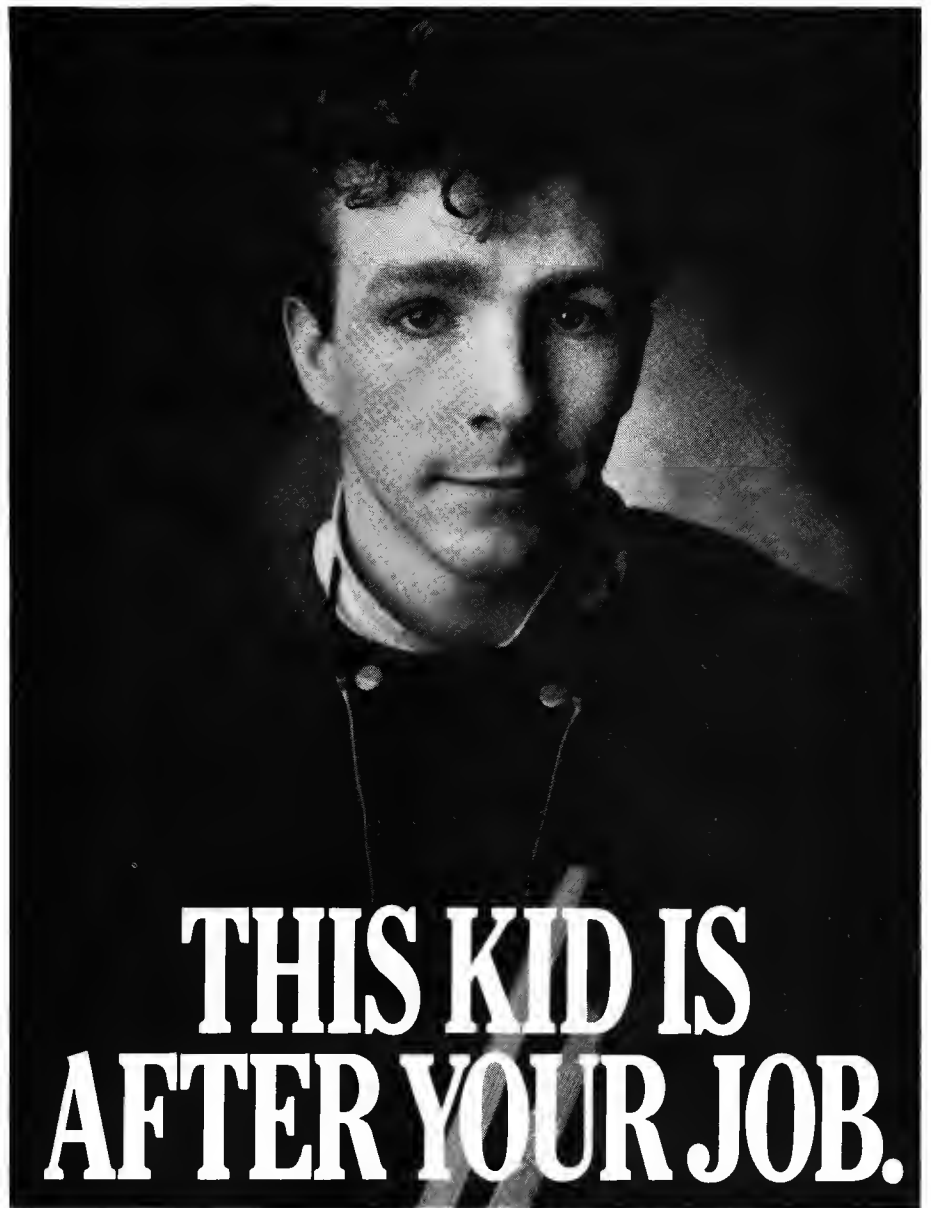
ComputerEyes GS will probably give you the best results if your video camera has a macro feature. If not, you may be limited in the size that you can digitize a letter.

After digitizing or scanning the clip art, save the image in a compatible file format then import it into your desktop publishing program.

Used judiciously, large cap letters can add to the design of a document and make the information contained easier to understand. If you need to emphasize certain paragraphs, try using a large cap letter. There are many variations upon this basic theme. The results are only limited by your imagination. ■

— Gary Ramey

*The author is a desktop publishing consultant based in Florida. He can be reached on CompuServe (72247,2312), GENie (G.RAMEY1) and MCI Mail (GRAMEY).*



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naut Neil Armstrong's historic transmission from the moon's Sea of Tranquility: "That's one small step for man; one giant leap for mankind."

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We have been thrilled by the first pictures to be transmitted from the surface of another world and stunned by digital images from the Voyager spacecraft as it flew past the outer planets.

Recently launched probes to Venus and Jupiter will send back even more scientific data, and the Hubble Space Telescope, in orbit above the Earth, will transmit images from as far away as 15 billion light years.

With its superior graphics and sound capabilities, the Apple IIGS is an ideal computer to relive the glories of our past accomplishments and to learn about mankind's continuing search of the unknown.

There are an enormous amount of scanned NASA photographs and graphics available; many digitized sound files from the Mercury, Gemini, Apollo and space shuttle programs; and excellent programs written by NASA and other space enthusiasts. Therefore, it's quite possible that any IIGS user or educator can be among the most knowledgeable about mankind's exploration of the universe.

Thanks to Guy T. Rice and his wonderful freeware start-up program, called StartSound, we are inspired by Neil Armstrong's words each time we turn on our computer. We can also use Mr. Rice's



*The historic Apollo 11 command module at the Smithsonian Institute's National Air and Space Museum, Washington, D.C.*

other start-up INIT program, StartPic, to display — as GS/OS is loading — a super-high-resolution graphic of a picture of one of the Apollo 11 astronauts on the moon.

Thanks to Jason Harper and his shareware graphic utility, SHRConvert, we can review many super-high-resolution digitized NASA photographs that were created on computers not generally compatible with the IIGS.

Thanks to Paul James and his freeware sound utility, Sound Studio, we can listen to the countdown and thundering launch of a space shuttle or to the first words transmitted to Earth from the surface of the moon.

Thanks to NASA, we can load nearly a 100-page *Official Press Packet* describing every aspect of the next space shuttle launch into our favorite word processor.

Thanks to the public affairs office at NASA's Goddard Spaceflight Center near Washington, D.C., we can learn about the Hubble Space Telescope with a public

domain, graphic-based program.

Thanks to John Graham of Airship Software, we are able to run the shareware IIGS-specific mini-planetarium program, *Tonight's Sky*, allowing us to locate, on any given day, the galaxy or star cluster that the Hubble Telescope is aimed at.

Thanks to HyperStudio, a commercially available program, we are able to use freeware and shareware hypermedia interactive "stacks" written by fellow NASA enthusiasts and educators who take us on an interactive audiovisual tour of a space shuttle flight or a guided tour of the solar system.

Thanks to the Future Sound audio digitizer, and to the digitizer supplied with HyperStudio, we can digitally record on our IIGS the countdown of the space shuttle and incorporate it into a HyperStudio stack.

Thanks to Thunderware and its ThunderScan and LightningScan graphic digitizers, we can scan into our computer

the latest NASA and space-related photographs published in our local newspaper or favorite space-related magazine.

Thanks to the National Space Society, we can connect to their electronic Bulletin Board System via modem by calling 412-366-5208 to get the latest NASA and other space-related news, or we can access the NSS on America Online.

Thanks to NASA we can call, via modem, the NASA Spacelink Bulletin Board System in Huntsville, Ala., at 205-895-0028, and download an educational program that runs on the Apple II.

Thanks to dedicated NASA employees, we can call up CompuServe's Space Forum or GENie's Spaceport Roundtable and access the latest "NASA Headline News," get up-to-the-minute status reports from the Kennedy Space Center, ask a technical question about Voyager or read a report about the Soviet version of the space shuttle, Buran.

Thanks to CompuServe, GENie and America Online; to public domain and shareware mail-order houses such as Public Domain Exchange and Big Red Computer Club; and to the Apple II User Groups located throughout the country, you can have access to all these materials, too, and much more. The material is ideal for classroom activities, homework assignments or personal enlightenment.

There appears to be a high correlation between interest in computers and interest in the space program. In an effort to share information with the American public, NASA has started making materials available through the online services that used to be available only to the press.

To assure that the material is spread as widely as possible, networks such as CompuServe suspend their standard copyrights so NASA can share information with people who have not yet entered the telecommunications age.

NASA materials, being public domain, can be improved upon by anyone with the desire and skill. Jim Hirsch, an educational consultant from Coon Rapids, Minn., has done an excellent job integrating NASA informational packets into HyperStudio. His HyperShuttle stack is a wonderful example of how HyperStudio can be used to present educational materials in a creative, fun-filled environment.

He acquired the NASA Official Press Packet for the October 1989 flight of the space shuttle Atlantis. Mission STS-34 successfully launched the interplanetary Galileo probe on its six-year circuitous flight to Jupiter.

Upon arrival, part of the Galileo probe will orbit Jupiter and a smaller package will travel down through Jupiter's atmosphere.

Through the use of digitized sounds of the takeoff and graphics of the shuttle and Jupiter, HyperShuttle presents information on all aspects of the mission, from liftoff to speculation on what the probe will find when it descends into the Jovian atmosphere.

By the time you read this, HyperStudio 2.1 will be in widespread use. That version includes a Run Time Module, which will allow people who don't own the program to use HyperStudio stacks. As there will be no licensing fee required for public domain distribution of self-booting HyperStudio stacks, we can

expect to see a profusion of many more NASA and space-related stacks.

*Note: Of special interest is a joint project between the author of this column (Joe Kohn) and Mr. Hirsch, called Hyper NASA: 3/90, which provides a detailed look of one month at NASA, including all press releases, status reports, scientific studies and mission reports issued during March 1990.*

Given the amount of NASA and space-related materials available in the public domain, and the fact that many Apple IIGS computers are used in classrooms around the country, it is clear that the IIGS can — and should be — used to teach the nation's youth about mankind's greatest adventure. ■

— Joe Kohn

*The author is the public domain librarian for the Big Red Computer Club. His address is 166 Alpine St., San Rafael, Calif. 94901.*

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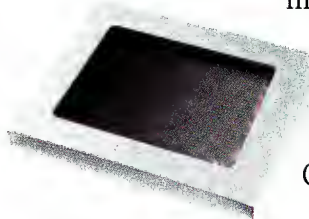
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Hard drives tremendously boost your productivity. The Apple II's operating system, hardware and memory-gobbling software take on a new agility and finesse with the addition of a hard drive.

**Speed?** The IIGS Buyer's Guide put it this way, “*Everything this drive does is fast. TimeOut modules, installed in AppleWorks and configured as disk-based, came up as fast as if they were memory-based. Graphics load almost immediately. Even that damnable lie, ‘One Moment Please’ suddenly delivers its promise. We recommend the Vulcan wholeheartedly.*”

And Incider said, “*The Vulcan walks all over the competition. Twelve seconds to the GS Finder; 10 seconds to AppleWorks GS. Sounds good doesn't it? It is. That sizzling speed is achieved thanks to a high-quality internal tracking unit.*” Vulcan incorporates an ultra-fast 16-bit data bus controller, not the less expensive 8-bit others use.

**Features?** As Nibble Magazine said, “*AE drives support more operating systems and have more features in the supporting software.*” And Incider added, “*Applied Engineering has put together the most complete set of utilities to date for an internal hard drive that leads the market.*” And since Vulcan's made by Applied Engineering, you're assured of full compatibility with current and future AE products.

**Power?** Vulcan's high-efficiency power supply is rated in excess of 70 watts, *nearly double* the capacity of other hard drives. The power supply components are heatsinked to the aluminum case for cool operation and long life. To harness all that power, Vulcan incorporates an ultra-quiet, flush mounted cooling fan, keeping the temperature inside the Vulcan, and inside your Apple lower than before.

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